

# JOHNNY DUNN

<https://github.com/jddunn/> | <https://jddunn.github.io/portfolio/>

## Summary

Full-stack dev experienced in building machine learning infrastructure and data analytics pipelines, and training and deploying models. Also experienced in web3 / smart contract development, as well as game development and AR / VR with Unity.

## Professional Experience

### Tilting Point

New York, NY

Senior Blockchain Engineer

Nov 2021 – Feb 2023

- Acted as blockchain architect and engineer building out infrastructure for full end-to-end NFT and token integrations (ERC-20 / ERC-1155) in mobile games publishing SDK, supported on multiple blockchains including IMX, Solana, Polygon.
- Development of smart contracts, and help overseeing development of cryptocurrency wallet widgets and payments.

### eBay

New York, NY

Software Engineer 2 (Full-Stack)

June 2020 – April 2021

- Improved UX serving ads; extended REST APIs in Scala & Spring-Boot to service data to UI and ML models asynchronously.
- Worked on scraping dashboard functionality to verify data integrity across services.
- Created deployment infrastructure process enabling rapid frontend development cycles for backend and ML team. Set up Jenkins pipelines to connect underlying UI libraries, server-side rendering backends for web, and ML APIs returning ads data.

### Freelance (Grapple Media, Notebrush, Edelman, HAL)

Remote

NLP Engineer / Software Engineer / Product Designer (Contract)

November 2018 – May 2021

- Created user stories, animated wireframes and functional product demo for Notebrush's MVP.
- Developed web crawling infrastructure with automated pipeline to feed data into training models for Grapple Media. Trained sentiment analysis models for text analysis for news articles.
- Trained deep learning models to create photographic filters applying artistic aesthetics of specific movies to selfies for one of Edelman's interactive AI exhibits.
- Developed / sold sentiment analysis model and infrastructure to HAL (HereAfterLegacy), and continued dev work for a year.

### IPSoft

New York, NY

Cognitive Implementation Engineer

June 2017 - December 2017

- Implemented modules for virtual assistant AI Amelia for corporate client-facing solutions following agile practices, working with APIs / tools provided by R&D.
- Improved workflow and productivity by writing data processing scripts to be distributed to internal teams.

## Projects

- Hype..blog** - The future of digital newsrooms powered by AI and human staff, using LLMs and Stable Diffusion 2023  
<https://github.com/jddunn/restless>
- Restless** - Always-on anti-malware software using malicious language processing (HAN model) techniques 2020  
<https://github.com/jddunn/restless>
- Text-RPG-Engine** - ES6 JS library to create text adventures / interactive fiction with custom player interactions 2020  
<https://github.com/jddunn/text-rpg-engine>

## Education

- Bachelor of Fine Arts in Design and Technology** (May 2017) – Parsons School of Design

## Awards

- 5<sup>th</sup> Place, AT&T National VR and AR Challenge, with THiNKIMMERSIVE team. (<http://npe100.com/>) 2017
- XRC Labs Young Entrepreneurs Residential Program Spring 2017

## Skills

<b>Programming Languages</b>	Solidity   Python   Golang   JavaScript   Java   Scala   C#   SQL   HTML   CSS
<b>Frontend</b>	React   Next.js   Redux / Redux Toolkit (RTK)   Electron   Bootstrap   ChakraUI   MaterialUI   NextUI   Tailwind   D3.js   three.js
<b>Backend</b>	FastAPI   Django   Keras   TensorFlow   OpenCV   spaCy   NLTK   NumPy   SciPy   pandas   scikit-learn   PyTorch   Celery   BS4   Selenium   Scrapy   ethers.js   web3.js   LangChain   OpenAI
<b>Databases</b>	MySQL   PostgreSQL   SQLAlchemy   Pinecone DB   Elasticsearch   Hadoop   MongoDB   Redis
<b>DevOps</b>	AWS (EC2, Elastic Beanstalk, Amplify, RedShift)   Docker   Kubernetes   Jenkins
<b>Tools / Software / Other</b>	Unity   Git   Postman   Linux   Burp Suite   Adobe Creative Suite   Processing   openFrameworks   SketchUp   PyCharm   IntelliJ   Visual Studio   PyCharm