# Jeff Dam

San Francisco, CA | 909-310-9146 | jeff.dam@gmail.com | Portfolio | LinkedIn | GitHub

## Skills

Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3, Sass, PostgreSQL, MongoDB, Express, Webpack

## Projects

**Crux**                                                                                                    **Live Site | GitHub**

*Crux is a clone of Mountain Project, a rock climbing guide website, built using Rails, React, Redux, HTML5, CSS3, Sass, and AWS.*
- Ensured user privacy and autonomy through frontend and backend authentication measures and React Router, allowing users to only access and make changes to their own areas and routes when logged in.
- Implemented photo upload feature through the use of AWS to store images remotely and Active Storage and Active Record associations to extract images efficiently.
- Reduced server load through the utilization of Active Record associations to extract data from multiple tables in a single query.

**TripMates**                                                                                               **Live Site | GitHub**

*TripMates is a web app that makes it easy for friends to plan a trip together, built using MongoDB, Express, React, Node.js, and Sass.*
- Established foundation for user interface by employing React and Redux to setup front end routes and to create and render components for user interaction.
- Utilized Sass to apply CSS properties, to maintain DRY stylesheets.

**Gem Battle**                                                                                              **Live Site | GitHub**

*Gem Battle is a tile-matching puzzle video game based on Super Puzzle Fighter II Turbo, built using JavaScript, HTML5 Canvas.*
- Devised a search algorithm utilizing a breadth first search to locate and clear gems based on proximity to crash gems.
- Achieved DRY, modular code through the use of class inheritance for the different types of gems.
- Optimized game animations using Canvas methods to ensure smooth movement with minimal processing power through the use of asynchronous functions.

## Experience

**California Academy of Sciences**                                                        **June 2012 - March 2019**

*Instructional Designer*  (May 2017 - Mar 2019)
- Created and formulated the departments budget sheets. Implemented Google Spreadsheets using SQL query searches, complex math formulas, and easy to read UI design.
- Communicated deadlines and priorities with team members and contractors to design and create two online trainings that were hosted on the LearnUpon LMS platform serving over 1400 users per year.

*Assistant Manager of Youth Engagement and Technology*  (Jun 2016 - May 2017)
- Led trainings for teens and staff on utilizing Python to code logic that allowed users to use external interfaces, such as buttons, LEDs, and cameras, to connect with Raspberry Pi devices to develop their own environmental sensing devices.

*Digital Learning Specialist and Youth Programs Coordinator*  (Dec 2014 - Jun 2016)
- Designed and delivered teen programs serving more than 150 youth annually, including teens coding their own science games using Lua and Roblox game engine.

*Science Action Club Education Specialist*  (Aug 2013 - Dec 2014)
- Developed and led two-day trainings for 15 afterschool staff on Science Action Club curriculum, focusing on breaking down barriers for educators without science backgrounds.

*Education Intern*  (July 2012 - Aug 2013)
- Redesigned curriculum guides incorporating user feedback and education best practices, utilized in 25 states serving 20,000 youth annually.

## Education

**App Academy**                                                                                               **Spring 2019**

1000-hour immersive full-stack web development intensive with <3% acceptance rate

**University of California, Berkeley**                                                   **Spring 2009 - Summer 2013**

BA - Planetary Science, Education Minor