DAPHNE LAM
Software Engineer

562-387-8835   d.huff.lam@gmail.com   remnantsofred.github.io   LinkedIn   GitHub

JOURNEY
Proven adaptable learner, collaborator, and communicator looking for new growth and challenges in STEM

SKILLS
JavaScript, Ruby, Ruby on Rails, Mongo, Node.js, Express, React.js, Redux, SQL, Canvas, Python, HTML5, CSS3

PROJECTS

Cosmerepass, *a clone of ClassPass* | *React/Redux, Rails 7, AWS S3, Google Maps API*   **live site** | **GitHub**
- Dynamically rendered content based on custom complex logic by leveraging React hooks across customizable modal and dropdown components to simplify code and improve code reusability and composition
- Dramatically improved load time by 85% by configuring query params using Ruby on Rails Active Record and PostgreSQL to limit fetches to the backend, and enabled filtering of lesson dates by date, location, or lesson type
- Reduced computational load in the frontend, freeing up user local resources for the CRUD features of the application by enriching objects in the backend using attr accessors, helper functions, and JBuilder
- Employed modern responsive design best practices with CSS media queries to ensure accessibility across devices

Exquis, *a collaborative storytelling app* | *MongoDB, Mongoose, Express, React, Redux, Node.js*   **live site** | **GitHub**
- Led a team of 3 engineers, maximizing productivity and teamwork by distributing tasks to ensure the team could work in parallel, and created communication standards to flag critical blockages or bugs
- Instituted Github pull request review and more robust testing protocols to limit merge conflicts and bugs caused by regressions
- Configured orderly Redux store of combined reducers to selectively re-render only the necessary components to improve loading speed and reduce unnecessary backend calls

Momo's Misadventures, *a series of quick mini-games from a cat's perspective* | *Javascript, Canvas*   **live site** | **GitHub**
- Designed animation logic for rendering objects and implemented collision detection to allow for fun and visually compelling gameplay using HTML5 Canvas and JavaScript
- Utilized Object Oriented Programming to create the core game logic, allowing for increased game complexity and ease of scalability

EXPERIENCE

HR Generalist/Office Manager *(1 yr 11 mo)* -> **HR Manager** *(2 yrs 9 mo)* -> **Senior HR Manager** *(1 yr 2 mo)* -> **HR Director**
Kongregate Inc.   Mar 2016 - Feb 2022
- Directed all HR initiatives and programs for an $18M revenue company with 85+ employees across two offices and remote employees across multiple time zones
- Applied communication and problem-solving skills to address diverse issues while collaborating cross-functionally with leaders in all departments and disciplines
- Handled all HR-related processes and project management regarding the transition from parent company GameStop to Modern Times Group, including implementation and administration of new HRIS (Human Resources Information System), relying on self-directed research and leveraging SOP and other available documentation
- Identified opportunity and oversaw the rollout and integration of a new ATS (Applicant Tracking System) to streamline recruitment strategy, resulting in $100k saved annually

EDUCATION
University of California, Berkeley - *BA Philosophy, 2010*
App Academy - *Intensive 1000-hour full stack development bootcamp with a < 3% acceptance rate - Spring 2023*