

Zachary Dunham

web developer

About Me

Web developer with 4 years of professional experience. Proven work with dozens of clients to ensure their sites were not only running smoothly, but looking great as well. Passionate about both front-end and back-end development and a love to learn.

Experience

Details

Portfolio

<https://zdunham.dev/>

Email

me@zdunham.dev

Location

Buffalo, NY

Phone

[\(716\) 270-3657](tel:(716)270-3657)

Skills

Languages

TypeScript/JavaScript
PHP
SQL
HTML/CSS
C#
C/C++

Technologies

Git
Magento 2
React/Next.js
Docker
Linux

Education

Rochester Institute of Technology (2016 - 2022)
Bachelor of Science in Game Design and Development

Web Developer | Computer SOS, Inc.

November, 2021 - Present | Buffalo, NY / Remote

- ❖ Set up and maintained sites using the Magento ecommerce platform
- ❖ Developed numerous custom modules for Magento 2 using PHP, JavaScript, HTML, and CSS, working directly with project shareholders to solve a variety of needs
- ❖ Developed automation scripts and extensions using JavaScript, Powershell, and Bash for internal solutions
- ❖ Helped to maintain and update proprietary software to facilitate synchronizing data between NCR Counterpoint and Magento
- ❖ Helped to manage projects, onboard new clients, and train new developers

Web Developer | Changeling VR

June, 2020 - August, 2020 | Rochester, NY / Remote

- ❖ Worked with a team of students to create a website for a game developed by other students
- ❖ Tasked with creating two webpages, as well as helping more inexperienced team members develop their pages further

Projects

Cardle

<https://cardle.wtf/>

- ❖ Daily game where users guess a Pokémon card from a blurred image
- ❖ Gets card data from an API, stores locally within a MongoDB database
- ❖ Stores data for previous days for an archive
- ❖ Built using React/Next.js and Tailwind

RCON Web GUI

<https://github.com/zsd7200/rcon>

- ❖ Allows connection to game servers using the RCON protocol
- ❖ Stores data for server information within an SQLite database
- ❖ Designed to be self-hosted via Docker
- ❖ Built using React/Next.js and Tailwind

BonesNode

<https://bonesga.me/>

- ❖ “Dice 10,000” (also known as “Bones”) game web client
- ❖ Uses Socket.io to be able to connect and play with other people
- ❖ Includes a chat feature to talk with other players in your private room
- ❖ Built using Node.js