

Zachary Dunham

web developer

About Me

Web developer with 3 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.

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

Experience

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 clients using Magento
- ❖ 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
- ❖ Developed scripts to make the onboarding and training process easier

Web Developer | Changeling VR

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

- ❖ Worked with a team of students to create a website to host a virtual reality game
- ❖ 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/>

- ❖ Port of the dice game "Dice 10,000" (also known as "Bones") to web using Node.js
- ❖ Uses Socket.io to create rooms to be able to connect and play with other people
- ❖ Includes a chat feature to talk with other players in your private room