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

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