

Dennis Liaw

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dennis.liaw@gmail.com | Brooklyn NY

B.S Electrical Engineering, NYU- Poly 2010

BeenVerified Inc | Junior Software Engineer ————— Sep 2016 - Aug 2017

- Managed backend APIs and implemented new features on several Rails Applications
- Implemented front end features on Rails and Ember.js apps
- Contributed technical documentation for onboarding and workflow optimizations
- Fixed payment processing bugs and implemented pricing model changes to increase revenue
- Supported Data/Analytics team by fixing data in MySQL2 databases for fraud prevention & marketing attribution
- Wrote cron tasks to handle email and push notifications for millions of users
- Updated code to put out technical fires whenever needed, i.e: Google Payments API changes locking out QA team's test purchases
- Maintained code quality by writing and improving RSpec tests whenever possible

General Assembly | Web Development Immersive Instructional Lead ————— Apr 2015 - Jun 2016

- Taught a 12 week full time boot camp of 25-30+ students per cohort (5 completed to date)
- Planned lessons and prepared materials to support student learning and curriculum development
- Took Attendance, graded assessments, projects, and homework, managed students, instructors, and support staff
- Developed internal tools and libraries to support instructional team(Installfest script and submit_hw gem)
- Provided mentorship to students through 1:1 meetings, email, and other online platforms
- Collaborated with Product and Operations teams to build better class programs
- Participated in peer training, assessment, performance review, and exit interview processes
- Produced onboarding workflows for incoming instructors.

General Assembly | Web Development Immersive Student ————— Dec 2014 - Mar 2015

- Implemented basic TDD/BDD practices with Jasmine, RSpec, Capybara, Cucumber, & Travis CI
- Deployed a rack based Ruby app using Sinatra that aggregated video streams from two different JSON APIs
- Deployed a course admissions tracker with a Scrum team using Rails/PostgreSQL and Mandrill with user authentication
- Wrote a game prototype in vanilla Javascript using DOM/Canvas methods, while learning the basics of Phaser.js
- Implemented new projects daily to practice the use of tools such as FireBase, jQuery, AJAX, Git, OAuth 2

Brooklyn Gamery | Cofounder/Developer ————— Oct 2013 - Ongoing

- Wrote games in Construct 2, a HTML5 game engine
- Published a game "Prism Shell" on Tizen App Store (Android/iOS/Amazon)
- Organized game jams and conferences for NYC indie developer community

Deloitte | Technology Support Analyst ————— Dec 2012 - Oct 2013

- Maintained hardware pipeline for all ITS assets (laptops and mobile devices)
- Enforced Service Line Agreement of 2 day turnaround
- Wrote new documentation for knowledge base expansion
- Administered user accounts with Active Directory to maintain data security
- Onboarded new employees, explained ITS procedure and policies
- Relocated ≈6000 employees to new sites during "Project Manhattan"
- De-escalated hostile confrontations by end users
- Developed new procedures and internal scripts to improve internal workflow