

Dylan Gavin

(831) 419-3839 dyl.gavin@gmail.com [Portfolio](#) [LinkedIn](#) [Github](#) San Francisco / Bay Area

Skills JavaScript, React.js, Redux.js, Ruby, Ruby on Rails, HTML5, CSS3, Git, PostgreSQL, jQuery, AWS S3

Projects

StockZ (JavaScript, React / Redux, Ruby / Rails, HTML, CSS, AWS S3, PostgreSQL) [Live Site](#) | [Github](#)

A single page stockX clone where signed in users can favorite, review, and add listings to their shopping cart.

- Ensured user privacy and autonomy through frontend and backend authentication measures and React Router, allowing users to only make changes to their own favorites, reviews, and shopping cart when logged in
- Designed a backend search algorithm that can display listings based on name, category, or description
- Integrated React Player with Redux's global store by dispatching actions only when sharing information across components and encapsulating music player data to give the user a seamless, uninterrupted experience.
- Created custom SQL queries and reduced server load through the utilization of Active Record associations to extract data from multiple tables in a single query

Quokka (JavaScript, React / Redux, Node, MongoDB, Express, GoogleMapsAPI, HTML5, CSS) [Live Site](#) | [Github](#)

A social media site where signed in users can write posts to friends that they have added.

- Collaborated with a team of 4 other engineers, utilizing efficient git and pull request workflow in order to minimize potential merge conflicts within Frontend.
- Applied customized design and functionality to the react-quill library for smooth user experience in rich text editing.
- Utilized AWS S3 to implement user image uploads for profile images and posts, reducing server load and allowing for scalability of image services.
- Led Frontend team in website design and connecting React-Redux store to a MongoDB backend

Stopwatch Derby (JavaScript, HTML5, CSS, Canvas) [Live Site](#) | [Github](#)

An interactive baseball game where users try to stop a stopwatch in a specific interval to hit homeruns

- Decreased graphic rendering lag through the use of HTML5 Canvas and animation frames, resulting in a more realistic gaming experience
- Improved player retention through development of local storage to track high score on device

Experience

Math Teacher, Philomath Middle School Aug 2019 - Jun 2022

- Achieved highest average growth and score during state-wide testing in mathematics at the school site.
- Transitioned classes of 25+ students to a fully remote curriculum, maintaining grades and student retention
- Trained staff and students on use of Google Drive, Zoom, PearDeck and other technologies to adapt current curriculum to remote teaching.
- Initiated change to new math curriculum and successfully awarded additional funding from the school board.

Math Teacher, Mission Hill Middle School Nov 2014 - Jun 2019

- Adopted and integrated new Co-Teaching program into SCCS
- Developed and implemented math intervention programs designed to increase students' math ability
- Acted as Department Lead and worked with school SCIL and Leadership teams to develop school systems while working 120% of Full time Experience (FTE)

Education

App Academy *Software development course with focus on fullstack web development* Oct 2022 - Jan 2023

University of Kansas State *MS in Academic Advising* Aug 2015 - May 2021

National University *Teaching Credential in Foundational Mathematics* Aug 2015 - May 2021

University of Oregon *BS in Economics and Minor in Business* Aug 2008 - May 2012