# **Dakotah Huey, Software Engineer**

Languages

JavaScript, TypeScript, Python, HTML/CSS

**Technologies** 

Node.js, React, Prisma, GraphQL, Apollo Server, Kafka, Redis, PostgreSQL, Docker, Agile

**Work Experience** 

## Full Stack Web Developer, ConsignR

Oct 2024 - Current

- Implement user-facing features across NextJS frontend and Express/Prisma backend focusing on inventory management and improvements to individual Store branding
- Refine developer experience by creating reusable components and utility functions,
  standardizing API error handling, and improving TS type definitions and enforcement

#### **TypeScript Developer, Tacen**

Apr 2022 - June 2024

- Responsible for maintaining the GraphQL API layer of a Decentralized Exchange, integrating with Apollo Server, Kafka, Redis, and PostgresSQL via Prisma
- Engineered a caching solution for the API that reduced database calls by ~99%,
  reducing the server's overall response time and encouraging easily readable code
- Expanded and maintained API unit, integration, and end-to-end tests for legacy and new code to ensure the correctness and reliability of the codebase
- Discovered and patched security flaw that allowed blacklisted users to interact with the Exchange by improving checks on Wallet signing permissions and delegations
- Prototyped Admin Dashboard using TypeScript and NextJS, supporting features such as toggling product pairs and assets, managing users, and pausing services

# Full Stack Web Developer, Ghost AIO

Mar 2021 - Dec 2021

- Maintained interface for desktop app of automated checkout software using React,
  Redux, and Electron, implementing 6+ features from concept to deployment
- Proactively introduced UX improvements to 4+ components, allowing users to quickly configure their automated checkout process for new products in <10 seconds</li>

## **FX Technical Director, MPC Montréal**

Sep 2015 - Apr 2017

 Crafted stunning Visual Effects for blockbuster films including Wonder Woman, Pirates of the Caribbean, X-Men and The Mummy using Maya, Houdini, Flowline, and Kali