

PASAN DHARMASENA

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, webpack, jQuery, Git, Heroku

PROJECTS

CIPHER (MongoDB, ReactJS)

[live](#) | [github](#)

This is an app for new programmers entering the job search to practice algorithm problems alone or with others - uses HTML, CSS, Javascript with ReactJS, Redux

- Designed the overall aesthetic of the application as Front End Lead, including all splash images and wireframes using CSS, InDesign, and Photoshop - and ensured the design was cohesive and representative of the app's mission.
- Implemented a responsive sidebar component which allows users to access the main functionality of the app - make a new group to work in, invite other collaborators, and learn more about the application itself.
- Researched websockets to help identify ways to implement the primary functionality of the application - allowing multiple users to edit a single document concurrently.

Tea With Strangers (Rails, ReactJS)

[live](#) | [github](#)

This app is about connecting with others over shared interests and tea - uses HTML, CSS, Ruby, Javascript with ReactJS and Redux

- Created a clone of TeaWithStrangers making use of Rails and React to make a simple, yet responsive application
- Implemented my own design for the application, taking cues from the original app, to make the UX more friendly and pleasing
- Built a database using PostgreSQL for users to create and sign up for, and edit events.
- Developed an index page displaying all events organized by cities, allowing users to easily find events they want to join

Overwatch Heroes Database (Javascript)

[live](#) | [github](#)

This is a single page app used to show information about Overwatch's in-game playable characters - uses HTML, CSS, Ruby, Javascript

- Created a database based upon an unofficial Overwatch Api to show hero information.
- Implemented popup modals which programmatically adapt to show individual character information
- Designed the aesthetic of the app to resemble the look of the game, allowing users to be more familiar with the product and understand its intended use.

EXPERIENCE

Online Instructor

iD Tech - Online Camp

Aug 2020 - Jan 2021

- Instructed over 30 students between the ages of 8 and 16 on the fundamentals of 3D modeling, 3D printing, and Design.
- Communicated with student's guardians in order to monitor student's progress and ensure they were meeting their learning goals
- Collaborated with other instructors in bi-weekly meetings to create more comprehensive and accessible teaching methods

Lab Artist

NYU Future Reality Lab

Sep 2018 - Nov 2020

- Supervised and mentored 20 student artists in 3D modeling and UV layouts for props and set pieces for 3 VR/AR projects
- Created 3D models, including UV layouts and texturing, in Autodesk Maya and Substance painter
- Spearheaded motion capture animation for all projects - including research and development of pipelines with Faceware and Optitrack
- Led small team of 3 artists, efficiently delegated tasks and presented work to overall team to ensure the work was done in a timely manner, before their deadlines
- Researched data visualization to help the lab researchers present their work in a more visual, understandable manner

EDUCATION

Web Development - App Academy

Fall 2021

Immersive, 16 week software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.

BA 3D Modeling and Animation - New York University

Spring 2018