

Lawrence Yee

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Technical Competencies

JavaScript, Python, Java, Ruby, React.JS, Redux, HTML5, CSS3, Adobe Photoshop, Adobe Creative, Three.JS, 3D Modeling, NodeJS, ExpressJS, MongoDB, Django, PostgreSQL, Mongoose, Flask, Github, Git, Heroku, Netlify, Postman, Chrome DevTool, Forge Software Engineering Virtual Experience (JP Morgan Chase & Co.)

Technical Experiences

Front End Developer (Hackathon) | [GitHub](#) | [Deployment](#)

October 2022

Levis Jean & Co. Hackathon - Remote

- Collaboration project with fellow engineers and UX to resolve excess clothing returns for garment industry
- Features: Users may alter their own avatar and adjust for size and gender as well as selection of jeans to select for size comparison.
- Functionality: utilizing react states to implement body proportions for current user, implemented js based css in order to dynamically alter display.

Software Engineer Apprentice

February 2022 – May 2022

General Assembly - NY

- Developed full-stack web applications in a agile environment with modern tech stack including React, Python, Django, MongoDB, Javascript, HTML, CSS
- Collaborated with a diverse team of fellow software engineers to create dynamic web applications

Additional Work Experiences

Fabricator

February 2021 – November 2021

Timely Completion - NY

- Collaborated closely with design teams throughout the construction process, establishing clear checkpoints and meticulous criteria to be fulfilled in order to ensure successful completion of all phases as a Fabricator.
- Developed accurate and precise construction documents, resulting in completion of each phase ahead schedule by estimate of 10% of time allocated to construction

Architecture Designer

September 2019 – November 2020

DJ Associates - NY

- Increased lease renewals for clients via accurate and precise Marketing plans by 20%
- Utilized 3D and 2D software to produce precise documents and presentations for both clients and construction, cutting pre-production time by 10%
- Actively surveyed job sites in order collect data which ensures accountability for all documents produced and cut down needed revisions by 25%

Technical Projects

Endless Bubble Frenzy | [GitHub](#) | [Deployment](#)

Javascript, HTML, CSS

- Designed and incorporated a responsive user interface for a vanilla JavaScript game using HTML5, CSS3, and JavaScript.
- Leveraged display grid to mimic matrix graph
- Optimized game performance and minimized resource usage by implementing efficient algorithms

Architype | [GitHub](#) | [Deployment](#)

February 2023

Javascript, Three.Js, Rhino3d, WebGL

- Dynamically included lighting, shading, and texturing to create a realistic and immersive 3D environment.
- Compartmentalized meshes into groups for easy modifications, increases browser loading speed
- Successfully implemented input options for users to dynamically explore the model

Marbler | [GitHub](#) | [Deployment](#)

January 2023

Javascript, HTML, CSS

- Web-browser game influenced by classic Tron game mixed with pool
- Developed game mechanics and logic, including collision detection, scoring, and game state management.
- Created animations and effects using CSS3 and JavaScript, enhancing the game's visual appeal and user engagement.
- Leveraged jQuery methodologies to grant users full control of their player

Education

New York City College of Technology

2017- 2020

Bachelors, Architectural Technology