Lawrence Yee

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Summary

As an architecture designer turned software engineer, I bring a unique set of skills and experiences to the table. With a background in designing and modeling complex structures, I have a strong foundation in mathematics, physics, and visualization that allows me to approach software development from a rigorous and analytical perspective. I am experienced in a variety of programming languages and have a deep understanding of software development processes and tools. With a keen eye for design and an emphasis on user experience, I strive to create elegant and intuitive software solutions that meet the needs of clients and users alike.

Work Experience

Timely Completion   February 2021 – November 2021
Fabricator
- Conducted construction phases with design teams by establishing checkpoints with detailed criteria to be completed
- Developed accurate and precise construction documents, resulting in completion of each phase ahead schedule by estimate of 10% of time allocated to construction

DJ Associates   September 2019 – November 2020
Architecture Designer
- Increased lease renewals for clients via accurate and precise Marketing plans
- Utilized 3D and 2D software to produce precise documents and presentations for both clients and construction
- Actively surveyed job sites in order collect data which ensures accountability for all documents produced

Projects

Endless Bubble Frenzy | [GitHub](#) | [Deployment](#)
Javascript, HTML, CSS
- Designed and implemented 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
- Utilized three.js library to import 3d model build via Rhino.
- 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

Virtual Fit (Hackathon) | [GitHub](#) | [Deployment](#)   October 2022
React.JS
- 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.
- Role: Engineer the Front end aspect of the project. (Virtual fitting room components + logic behind functionality)

Education

General Assembly Apprenticeship   May 2022
Certification of Completion

New York City college of Technology   2017- 2020
Bachelors, Architectural Technology

Technical Competencies

- **Languages:** JavaScript, Python, Java, Ruby
- **Frontend Tools:** ReactJS, Redux, HTML5, CSS3, Adobe Photoshop, Adobe Creative, Three.JS, 3D Modeling
- **Backend Tools:** NodeJS, ExpressJS, MongoDB, Django, PostgreSQL, Mongoose, Flask
- **Tools:** Github, Git, Heroku, Netlify, Postman, Chrome DevTool, Agile
- **Certifications:** Certification of Completion in Software Development (General Assembly), Forage Software Engineering Virtual Experience (JP Morgan Chase & Co.)