

# Lawrence Yee

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## Technical Competencies

JavaScript, Python, Java, Ruby, React.JS, Redux, Bootstrap, jQuery, SCSS, HTML5, CSS3, Adobe Photoshop, Adobe Creative, Three.JS, 3D Modeling, NodeJS, ExpressJS, MongoDB, Django, PostgreSQL, Mongoose, Flask, Github, Git, Heroku, Netlify, Restful API, API, Postman, Chrome DevTool, Autocad, Rhinoceros 3D, Revit, Autodesk, Tailwind, Next.JS, GODOT, Unity

## Technical Experiences

**Software Engineer / Game Developer** Current [ROTRK Studios](#)

- Designed and developed highly immersive multiplayer games using the Godot engine, optimizing network performance and ensuring seamless player experiences.
- Led cross-functional teams in the development of innovative game features, resulting in a 20% reduction in load times
- Implemented complex game mechanics, such as physics systems, resulting in dynamic and engaging gameplay.

**Software Engineer** Current [ezML](#)

- Developed platform for AI integrated camera technology for over 500 users
- Utilized databricks to manage machine learning data output for better organization
- Wrote concise documentation for the startup architecture in latex and babel in order to make complex code easier
- Used react hooks to enhance the loading speed of advanced components containing heavy 3D canvas

**Software Engineer Intern** September 2022 - December 2022 *Levis Jean & Co.*

- Developed stylized UI components for virtual changing room
- Identified and reported visual defects, including issues with layout, color, typography, and images, using tools such as JIRA
- Conducted manual and automated testing, including regression testing and integration testing, to detect and report defects using defect tracking tools, and worked closely with developers to ensure timely resolution.

## 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

**Kitchan** | [GitHub](#) | [Deployment](#) January 2023 *React, CSS, React Three Fiber*

- Virtual showroom app developed with react three fiber
- Leveraged react hooks to alter react three fiber model parameters.

**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.
- Optimized game performance and minimized resource usage by implementing efficient algorithms

**Mentorship Now** | [GitHub](#) | [Deployment](#) February 2023 *Javascript, React, Ruby on Rails, Postman*

- Created multi filter search component for mentor search
- Relational Database connecting mentors to mentees
- Tested API capability via postman

## Education + Certifications

**General Assembly** (*Certificate of Completion*) 2022

**New York City College of Technology** (*Bachelors in Architectural Technology*) 2020