

Daniel Lee

Software Engineer

Projects

MYFACE (Rails, PostgreSQL, React, Redux, AWS) [Live](#) | [GitHub](#)

A single page social media network inspired by FaceBook.

- Achieved more efficient database interactions using custom SQL queries for associated friendships with different status attributes.
- Abstracted model associations and methods into Service Objects and Modules to keep Controllers RESTful and avoid overly cluttered Model files.

RISE TO THE SKIES (Javascript) [Live](#) | [GitHub](#)

A simple vertical climbing game inspired by Icy Tower

- Achieved fluid scrolling using HTML's scrollTop function
- Leveraged browsers' requestAnimationFrame (vs setInterval) and preset tick rates to achieve smoother, more predictable game loop

CHESS (Ruby) [GitHub](#)

A terminal based implementation of chess.

- Built in game enforcement of proper moves and turn order
- Check and checkmate handling

Education

APP ACADEMY: New York, NY 2018

- 1000-hour software development course with <3% acceptance rate
- Emphasizes: pair programming, best practices, TDD, scalability, REST, OOP, and coding style.

BOSTON UNIVERSITY MEDICAL CAMPUS: Boston, MA 2014-2016

- Master's of Science in Medical Sciences, GPA 3.3
- Master's Thesis: Sulcal and Gyrus Distribution of Cortical White Matter Neurons in Macaque Monkey

NEW YORK UNIVERSITY: New York, NY 2009-2013

- Bachelor's of Science in Neuroscience, GPA 3.4
- *Course Highlights:* Intro to Computers and Programming, Intro to Computer Science, Calc I & II, Statistics for the Behavioral Sciences

Work History

BOSTON UNIVERSITY MEDICAL CAMPUS: Boston, MA 2015-2016

Graduate Research Assistant in the Rockland Lab

- Designed a novel method to compare neuronal density through cell counting in different regions of the brain of macaque monkeys.

NEW YORK UNIVERSITY: New York, NY 2013

Research Assistant in the Rinzel Lab

- Helped design and modify experiments testing sound localization in human subjects through perceived level- and temporal- differences in sequentially played tones using Matlab.

Contact Information

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Github

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Skills

RUBY	RAILS	HTML/CSS
SQL	PostgreSQL	JQUERY
JAVASCRIPT	REACT	REDUX

Volunteering/Other

SHADOWING: New York, NY 2017

- Handled administrative tasks such as patient chart filing, scheduling, and
- Accompanied physician during his rounds, assisting in taking patient histories and practicing good bedside manner.

Interests

Weightlifting

- I enjoy researching and modifying existing training templates to best suit my individual needs. Training is adapted to be well-rounded and provide structure for continued progression.

Video Games

- I enjoy player-on-player games that allow me to test my skills. I participated in a competitive Starcraft intercollegiate league, maintaining my ranking in the 99th percentile in North America. I currently play League of Legends, ranked in the 98th percentile.