DANIEL YEE
Frontend Engineer

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SKILLS

Frameworks: React.js, Redux.js, Ruby on Rails, Express.js, Node.js | **Testing Frameworks:** RSPEC, Capybara

Languages: Javascript, Ruby, HTML, CSS, SQL(Postgres), jQuery

Other skills: Mongoose, MongoDB, SQLite3, Webpack, Git, Heroku, TDD, OOP, AWS S3 Buckets

PROJECTS

Dim Cooking *(React/Redux, Rails 5, AWS S3, Heroku)*   **live** | **github**
A Dim Sum recipe discussion site inspired by NYT Cooking
- Leveraged conditional rendering in React.js to create CRUD comment feature, allowing for intuitive UX where only logged in users can leave comments and users can edit and delete only their own comments
- Created image carousel using React and CSS, elevating users' ability to dynamically view and choose recipes
- Built custom user authentication, employing the bcrypt Rails gem to hash user's passwords, ensuring the security of the user authentication system

Blox Beats   *(React/Redux, MongoDB, Express, Node.js, Tone.js, React-beautiful-dnd)*   **live** | **github**
A music production app for total beginners
- Efficiently delegated tasks to a team of three engineers as project manager, coordinating and designing both back-end with MongoDB and the front-end in React/Redux, resulting in successfully meeting a 7 day deadline
- Overcame the asynchronous nature of Javascript by employing self-written sleep function, providing the ability to play and replay musical tracks
- Integrated the React beautiful dnd library with React component/CSS to allow for intuitive drag and drop UI and UX during musical track creation
- Adapted the Tone.js framework to permit the saving of musical tracks on our MongoDB and replay on the frontend

Our Planet's Air *(Javascript, D3.js, Node.js)*   **live** | **github**
An interactive map visualising pollution in major world cities
- Utilized D3.js' json parser in conjunction with data drawn from a CSV file to retrieve real time pollution data from the WAQI API, displaying clear, legible, integrated data for each user.
- Solved the API restriction problem only allowing one API call at a time saving each call's data in an array of Promises, enabling users to see data for multiple cities instead
- Employed D3.js' transform/translate function to enable mouse-following tooltips, greatly enhancing user experience by displaying information in an intuitive way for new users

EXPERIENCE

Education Developer   *Peace Corps Kyrgyz Republic*   Aug 2017 - Dec 2019
- Organized and implemented a technology education program for 25 rural teachers, resulting in a 24% increase in student interest based on survey
- Supervised an irrigation project, writing the grant personally and then overseeing the physical construction, bringing a new source of water for 80% of the residents of Kok Kyia
- Facilitated Strong Women's Kerben seminar where 100 students displayed on average a 20% increase in the awareness of women's rights, based on pre/post tests taken before and after the seminar
- Established a trusting relationships through repeated collaboration with the same local teachers and government officials, resulting in 4 separate successful small grants projects

Intern   *MakeGamesWithUs(now MakeSchool)*   June 2012 - Sep 2012
- Designed and implemented a choose-your-own adventure game in Objective-C, creating a lightweight mobile app

EDUCATION

AppAcademy - *Highly selective web development program teaching software engineering.* 2020

University of California, Irvine - *BA Anthropology* 2014