Damon Ye

1301 64th St 1st FL, Brooklyn, NY 11219
Damonye91@gmail.com | PORTFOLIO | GITHUB | LINKEDIN | (C) 718-483-2314

SKILLS

Proficient: JavaScript, React, Redux, Node.js, Express.js, PostgreSQL, Sequelize, HTML, AJAX, TDD, Mocha, Chai, Enzyme, SuperTest, Git, CSS, SASS, SQL
Knowledgeable: Ruby, Three.js, Cannon.js, A-Frame, Socket.io, Agile methodologies, SolidWorks
Familiar: jQuery, OAuth, Sessions, MATLAB

PROJECTS

Bombanauts | React, Redux, Express, Node.js, Three.js, Cannon.js, Socket.io, TDD, Agile — LIVE | GITHUB

- A 3D, first person, multiplayer online battle arena (MOBA) game where players throw bombs that explode into flames, destroying obstacles and eventually other players
- Developed 3D map, bombs, explosions, and fire components and constant time complexity collision detection

VR FPS Engine | Node.js, Express, A-Frame, Agile — LIVE | GITHUB

- Experimenting with new WebVR technology, VR FPS Engine is a simple boilerplate developed to jump start VR first person shooting games. The boilerplate is compatible with browser, mobile, Daydream, and Rift
- Implemented AABB collision detection, random entity spawning, and movement features for mobile devices

Algos and Data Structures | JavaScript, Node.js, Mocha, Chai, TDD — GITHUB

- A large repository for non-traditional software engineers to learn classic computer science topics through test-first learning with a scripting language they are more familiar with, namely JavaScript

Harlem Launch Alliance | JavaScript, JQuery — LIVE

- Constructed a site for the registered non-profit that supports amateur experimental aerospace research at the City College of New York, Columbia University and the Harlem neighborhood

OPEN SOURCE

A-Frame, Mozilla **|** JavaScript, Node.js, Mocha, Chai, Karma — LIVE | GITHUB

- Actively contributing to Mozilla's open source VR project, A-Frame. A-Frame is a web framework for building virtual reality experiences
- Merged 4 pull requests into the main repository which consisted of fixing bugs and edge cases, improving code quality, additional documentation, unit tests, and adding new features

EXPERIENCE

Fullstack Academy of Code — **New York, NY**
Teaching Fellow and Software Engineer — **Feb. '17 - Present**

- Taught and mentored, conducted code reviews, graded exams and provided constructive feedback to over 80 software engineering students
- Led technical interview prep and lectures for algorithms, data structures and other whiteboarding problems
- Administered technical and behavioral interviews to about 30 prospective students
- Acted as a Product Manager and Technical Consultant for 2 student projects, and 1 capstone project

City College of New York — **New York, NY**
Peer Mentor, New Student Experience Center (NSEC) — **Jan. '16 - Sep. '16**

- Advised over 200 transfer students in study habit techniques for math, physics and engineering to improve their academic performance and time management

EDUCATION

Fullstack Academy, Software Engineering Immersive — **Oct. '16 - Feb. '17**
13-week immersive coding bootcamp for full stack development (> 1000 hours) & < 8% acceptance rate

City College of the City University of New York — **Sep. '15 - Jun. '16**
Grove School of Engineering: Mechanical Engineering — **GPA: 3.63**

Baruch College of the City University of New York — **Sep. '09 - Jun. '14**
Bachelors of Arts in Psychology, Minor in Physics, cum laude, College Honors Scholar — **GPA: 3.60**

Coursera: Princeton University: Algorithms I & II — **Dec. '16**