

Damon Ye

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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