

Damon Ye

Damonye91@gmail.com | [PORTFOLIO](#) | [GITHUB](#) | [LINKEDIN](#) | NY, NY

EXPERIENCE

Grubhub

New York, NY

Software Engineer II

Feb. '19 - Present

- Lead web Loyalty initiative team in grooming, planning, and execution of sprint.
- Initiated company wide loyalty API flow re-architecture which included redesigning carting, payments, and content
- Held many knowledge sharing meetings around our monitoring tools, static site generation, CMS integrations, Preact/React conversion details, nginx, debugging release issues and error alerts, and tool building.
- Decreased automated testing suite run time using a combination of cookie, local storage, and session storage
- Built CLI POC tool to automate image uploading process to cloud image hosting platform as well as other CLI tools that assisted the team in reaching a daily release schedule
- Lead Front End initiative to build and architect in house refer a friend system
- Assisted an in-place migration of main app from Preact to React using a middleware and mapping the correct Typescript types

Software Engineer I

Jul. '17 - Jan. '19

- Built out browse pages in Vue SSR reducing first meaningful paint to < 3s on slow 3G mobile devices
- Revamped menupages.com in Vue with SSR. Built the entire checkout flow for adaptive mobile and desktop
- Converted main consumer facing app from AngularJs app to Angular 2 and from Angular 2 to Preact
- Built Angular2+ testbed wrapper that improved total unit test runtime by 50%
- Built an analytics library that supported tracking events for google analytics, tealium, google tag manager and an in-house build analytics system. Implemented all analytics tracking using the library on MenuPages and many SEO pages for Grubhub, Seamless, and Eat24
- Built entire E2E test suite with custom error messaging for network and analytics tracking for MenuPages
- Built an AMP POC of an SEO page which lead to an AMP and SSR focused initiative on SEO pages
- Built out AMP pages for cuisine pages for Grubhub and Seamless for large AB test

Fullstack Academy of Code

New York, NY

Teaching Fellow and Software Engineer

Feb. '17 - Jun '17

- Taught, mentored, conducted code reviews, and graded exams for over 80 software engineering students

PROJECTS

Bombanauts | React, Redux, Express, Node.js, Three.js, Cannon.js, Socket.io, TDD

[LIVE](#) | [GITHUB](#) | [YT](#)

- A 3D, first person, multiplayer online battle arena (MOBA) game where players throw bombs that explode into flames, destroying obstacles and eventually other players. First large project I built on my journey into software engineering at Fullstack Academy

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

[GITHUB](#) | [YT](#)

- 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

VR FPS Engine | Javascript, Node.js, Express, A-Frame

[GITHUB](#) | [YT](#)

- 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

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

EDUCATION

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