Damon Ye

1301 64th Street 1st FL Brooklyn, NY 11219

Damonye91@gmail.com | PORTFOLIO | GITHUB | LINKEDIN | (C) 718-483-2314

SKILLS

Proficient: JavaScript, React, Redux, Node.js, Express.js, Sequelize, PostgreSQL, HTML, Axios, Mocha, Chai,

Enzyme, SuperTest-as-Promised, Git

Knowledgeable: Ruby, CSS, SASS, Three.js, Cannon.js, A-Frame, Socket.io, Agile (Scrum), SolidWorks

Familiar: SQL, jQuery, OAuth, Sessions, MATLAB

PROJECTS

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

LIVE | GITHUB

- Inspired by the 2D Nintendo game Bomberman, Bombanauts is 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, bomb, explosion, and fire components with simple collision detection using a 2D Array.
- Worked in an agile development environment with a team of 4 and successfully reached MVP in one week

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

LIVE | GITHUB

- Experimenting with new VR technology, VR FPS Engine is a simple boilerplate developed to jump start VR first person shooting games. The game is browser, mobile, Daydream, and Rift compatible
- Implemented AABB collision detection between bullet and randomly generated entities
- Added additional html elements to facilitate playability on mobile devices such as a shooting button

Grace Reader | React, Redux, Node.js, Express, Sequelize, TDD, Agile

LIVE | GITHUB

- Fully functional e-commerce book store with shopping cart and user/admin restrictions.
- Created specific backend routes and database accessibility for users and admins with corresponding conditional front end rendered components such as orders
- Collaborated in an agile team in developing relational database model for users, orders, products and cart

Project Messenger, Planetary & Rocket Science Group (PRSG), City College of New York

- Engineered a rocket capable of flying up to 10,000 feet which was accepted to participate in the Intercollegiate Rocket Engineering Competition (IREC) in 2016
- Worked with a team to perform prelaunch calculations and design implementations
- Manufactured rocket structure using composite materials such as carbon fiber, Kevlar, and Fiberglass

EXPERIENCE City College of New York

New York, NY

Peer Mentor, New Student Experience Center (NSEC)

Jan 16 - Sept 16

- Advised over 200 transfer students in improving study habit techniques for math, physics and engineering to improve their academic performance
- Attended leadership workshops to better assist students and train future mentors

EDUCATION

Fullstack Academy, Software Engineering Immersive

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; **GPA: 3.60** College Honors Scholar

Coursera: Princeton University: Algorithms I & II

Dec 16