

# Damon Ye

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SKILLS	JavaScript, React, Redux, Node.js, Express.js, PostgreSQL, Sequelize, Git, HTML, CSS, AJAX, TDD, Mocha, Chai, Enzyme, SuperTest, SASS, SQL, Ruby, jQuery, Socket.io, Agile methodologies, SolidWorks, MATLAB		
PROJECTS	Bombanauts   React, Redux, Express, Node.js, Three.js, Cannon.js, Socket.io, TDD, Agile <a href="#">LIVE</a>   <a href="#">GITHUB</a>   <a href="#">YT</a>		
	<ul style="list-style-type: none"><li>A 3D, first person, multiplayer online battle arena (MOBA) game where players throw bombs that explode into flames, destroying obstacles and eventually other players</li><li>Developed 3D map, bombs, explosions, and fire components and constant time complexity collision detection</li></ul>		
	VR FPS Engine   Javascript, Node.js, Express, A-Frame, Agile <a href="#">LIVE</a>   <a href="#">GITHUB</a>   <a href="#">YT</a>		
	<ul style="list-style-type: none"><li>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</li><li>Implemented AABB collision detection, random entity spawning, and movement features for mobile devices</li></ul>		
	Algos and Data Structures   JavaScript, Node.js, Mocha, Chai, TDD <a href="#">GITHUB</a>   <a href="#">YT</a>		
	Harlem Launch Alliance   JavaScript, JQuery <a href="#">LIVE</a>   <a href="#">GITHUB</a>		
	<ul style="list-style-type: none"><li>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</li></ul>		
	Slack Clone   JavaScript, React, Redux, Node.js, Express, Sequelize, AJAX, Socket.io, TDD <a href="#">GITHUB</a>		
	<ul style="list-style-type: none"><li>A real time chat app with multiple chat rooms, a new messages feature, login, and persistent messages</li></ul>		
	A-Frame, Mozilla   JavaScript, Node.js, Mocha, Chai, Karma <a href="#">LIVE</a>   <a href="#">GITHUB</a>		
OPEN SOURCE	<ul style="list-style-type: none"><li>Actively contributing to Mozilla's open source VR project, A-Frame. A-Frame is a web framework for building virtual reality experiences</li><li>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</li></ul>		
EXPERIENCE	Fullstack Academy of Code <span>New York, NY</span> <i>Teaching Fellow and Software Engineer</i> <span>Feb. '17 - Present</span>		
	<ul style="list-style-type: none"><li>Taught and mentored, conducted code reviews, graded exams and provided constructive feedback to over 80 software engineering students</li><li>Led technical interview prep and lectures for algorithms, data structures and other whiteboarding problems</li><li>Administered technical and behavioral interviews to about 30 prospective students</li><li>Acted as a Product Manager and Technical Consultant for 2 ecommerce sites, and 1 capstone project</li></ul>		
	City College of New York <span>New York, NY</span> <i>Peer Mentor, New Student Experience Center (NSEC)</i> <span>Jan. '16 - Sep. '16</span>		
	<ul style="list-style-type: none"><li>Advised over 200 transfer students in study habit techniques for math, physics and engineering to improve their academic performance and time management</li></ul>		
EDUCATION	Fullstack Academy, Software Engineering Immersive <span>Oct. '16 - Feb. '17</span> 13-week immersive coding bootcamp for full stack development ( > 1000 hours ) & < 8% acceptance rate		
	City College of the City University of New York <span>Sep. '15 - Jun. '16</span>		
	Grove School of Engineering: Mechanical Engineering <span>GPA: 3.63</span>		
	Baruch College of the City University of New York <span>Sep. '09 - Jun. '14</span>		
	Bachelors of Arts in Psychology, Minor in Physics, cum laude, College Honors Scholar <span>GPA: 3.60</span> Coursera: Princeton University: Algorithms I & II <span>Dec. '16</span>		