

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 LIVE GITHUB YT	
	<ul style="list-style-type: none">A 3D, first person, multiplayer online battle arena (MOBA) game where players throw bombs that explode into flames, destroying obstacles and eventually other playersDeveloped 3D map, bombs, explosions, and fire components and constant time complexity collision detection	
	VR FPS Engine Javascript, Node.js, Express, A-Frame, Agile LIVE GITHUB YT	
	<ul style="list-style-type: none">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 RiftImplemented AABB collision detection, random entity spawning, and movement features for mobile devices	
	Algos and Data Structures JavaScript, Node.js, Mocha, Chai, TDD GITHUB YT	
	Harlem Launch Alliance JavaScript, JQuery LIVE GITHUB	
	<ul style="list-style-type: none">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	
	Slack Clone JavaScript, React, Redux, Node.js, Express, Sequelize, AJAX, Socket.io, TDD GITHUB	
	<ul style="list-style-type: none">A real time chat app with multiple chat rooms, a new messages feature, login, and persistent messages	
	OPEN SOURCE A-Frame, Mozilla JavaScript, Node.js, Mocha, Chai, Karma LIVE GITHUB	
EXPERIENCE	<ul style="list-style-type: none">Actively contributing to Mozilla's open source VR project, A-Frame. A-Frame is a web framework for building virtual reality experiencesMerged 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	
	Fullstack Academy of Code New York, NY	
	Teaching Fellow and Software Engineer Feb. '17 - Present	
	<ul style="list-style-type: none">Taught and mentored, conducted code reviews, graded exams and provided constructive feedback to over 80 software engineering studentsLed technical interview prep and lectures for algorithms, data structures and other whiteboarding problemsAdministered technical and behavioral interviews to about 30 prospective studentsActed as a Product Manager and Technical Consultant for 2 ecommerce sites, and 1 capstone project	
	City College of New York New York, NY	
EDUCATION	Peer Mentor, New Student Experience Center (NSEC) Jan. '16 - Sep. '16	
	<ul style="list-style-type: none">Advised over 200 transfer students in study habit techniques for math, physics and engineering to improve their academic performance and time management	
	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	