

# 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, Travis CI, SolidWorks, MATLAB		
PROJECTS	<b>Bombanauts</b>   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>		
	<b>VR FPS Engine</b>   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>		
	<b>Algos and Data Structures</b>   JavaScript, Node.js, Mocha, Chai, TDD <a href="#">GITHUB</a>   <a href="#">YT</a>		
	<b>Harlem Launch Alliance</b>   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>		
	<b>Slack Clone</b>   JavaScript, React, Redux, Node.js, Express, PostgreSQL, 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>		
OPEN SOURCE	<b>A-Frame, Mozilla</b>   JavaScript, Node.js, Mocha, Chai, Karma <a href="#">LIVE</a>   <a href="#">GITHUB</a>		
	<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	<b>Fullstack Academy of Code</b> <span>New York, NY</span>		
	<b>Teaching Fellow and Software Engineer</b>		<b>Feb. '17 - Present</b>
	<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>		
	<b>City College of New York</b> <span>New York, NY</span>		
	<b>Peer Mentor, New Student Experience Center (NSEC)</b>		<b>Jan. '16 - Sep. '16</b>
	<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	<b>Fullstack Academy, Software Engineering Immersive</b> <span>Oct. '16 - Feb. '17</span>		
	13-week immersive coding bootcamp for full stack development ( > 1000 hours) & < 8% acceptance rate		
	<b>City College of the City University of New York</b>		<b>Sep. '15 - Jun. '16</b>
	Grove School of Engineering: Mechanical Engineering		<b>GPA: 3.63</b>
	<b>Baruch College of the City University of New York</b>		<b>Sep. '09 - Jun. '14</b>
	Bachelors of Arts in Psychology, Minor in Physics, cum laude, College Honors Scholar		<b>GPA: 3.60</b>
	<b>Coursera: Princeton University: Algorithms I &amp; II</b>		<b>Dec. '16</b>