

Damon Ye

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

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	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		
	Slack Clone JavaScript, React, Redux, Node.js, Express, PostgreSQL, 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		
	NERDS Starter Pack JavaScript, React, Redux, Node.js, Express, PostgreSQL, AJAX, TDD, SASS GITHUB		
	<ul style="list-style-type: none">A super single page app boilerplate for the NERDS(NERP) stack - Node, Express, React/Redux, Databases with SQL (PostgreSQL) built with authentication		
	Algos and Data Structures JavaScript, Node.js, Mocha, Chai, TDD GITHUB YT		
	<ul style="list-style-type: none">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, 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		
OPEN SOURCE	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		
	A-Frame, Mozilla JavaScript, Node.js, Mocha, Chai, Karma LIVE GITHUB		
	<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		
EXPERIENCE	Fullstack Academy of Code New York, NY		
	Teaching Fellow and Software Engineer Feb. '17 - Present		
EDUCATION	<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		
	Fullstack Academy, Software Engineering Immersive Oct. '16 - Feb. '17		
	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		