Andy (Chak Hong) Yee

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Experience

Posse Productions LLC – Software Developer   *New York, NY / January 2016 – September 2016*
- Built RESTful APIs using Rails for consumption by team's mobile and web clients as sole backend developer.
- Developed internal and user-facing dashboards using Javascript, HTML/ERB, and CSS, enabling clients to manage user accounts and application resources.
- Integrated payment and cloud technologies for client applications by integrating third-party services such as Braintree and Firebase into Rails apps by setting up necessary HTTP requests, endpoints, and webhooks.

CBS Local – Intern Software Developer   *New York, NY / June 2015 – August 2015*
- Developed Wordpress CMS (PHP) to enable news editors to publish content to a worldwide audience.
- Collaborated in an agile workflow with development, design, and QA teams to improve and maintain web frontend, providing news and multimedia content for specific geographical markets.

Projects

Bufferflow, 3D Stackoverflow visualization | three.js   [live / github]   *September 2017*
- Created 3D data visualization to convey distribution of interest for different technologies using data from the Stackexchange API and three.js, a Javascript WebGL library.
- Utilized sprint.js, a lightweight jquery-like library, to dynamically update statistics and implement user interaction with 3D models.

Airbase, an Airbnb inspired SPA | React, Redux, Rails, PostgreSQL   [live / github]   *September 2017*
- Implemented international venue search using PgSearch to perform efficient, multi-column database queries.
- Improved database read time using eager loading to avoid n+1 queries.
- Integrated Google Maps and Places APIs to enable interactive venue search, as well as database seeding with real-world venue information.
- Avoided redundant third-party API requests by storing venue assets on AWS S3.

Chem, a 3D Molecule Viewer | Unity, C#   [github]   *May 2015*
- Designed and implemented a chemical molecule parser using Unity which accepts SDFs (structure data file) and renders corresponding molecules in 3D.
- Incorporated support for Leap Motion, allowing users to interact with molecules through hand gestures.

Technical

Languages:	Ruby, JavaScript, HTML, CSS, SQL, C++	**Frameworks / Libraries:**	Rails, React, Redux, jQuery
Tools / Editors:	Atom, Bash, Git, Webpack, Babel, Vim		

Education

Bachelor of Science in Computer Science   *Vestal, NY / August 2011 – December 2015*
Binghamton University - Watson School of Engineering

App Academy, Software Development   *New York, NY / July 2017 – September 2017*
Rigorous, 1000-hour coding school for web programming, design patterns, algorithms with acceptance rate < 3%.