DANIEL YEE
Software Engineer

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SKILLS
Frameworks: React.js, Redux.js, Ruby on Rails, Express.js, Node.js | **Testing Frameworks:** RSPEC, Capybara
Languages: Javascript, Ruby, HTML, CSS, SQL(Postgres), jQuery
Other skills: Mongoose, MongoDB, SQLite3, Webpack, Git, Heroku, TDD, OOP, AWS S3 Buckets

PROJECTS
Dim Cooking *(React/Redux, Rails 5, AWS S3, Heroku)*   **live** | **github**
A Dim Sum recipe discussion site inspired by NYT Cooking
- Leveraged conditional rendering in React.js to create CRUD comment feature, allowing for intuitive UX where only logged in users can leave comments and users can edit and delete only their own comments
- Created image carousel using React and CSS, elevating users' ability to dynamically view and choose recipes
- Built custom user authentication, employing the bcrypt Rails gem to hash user's passwords, ensuring the security of the user authentication system

Blox Beats   *(React/Redux, MongoDB, Express, Node.js, Tone.js, React-beautiful-dnd)*   **live** | **github**
A music production app for total beginners
- Efficiently delegated tasks to a team of three engineers as project manager, coordinating and designing both back-end with MongoDB and the front-end in React/Redux, resulting in successfully meeting a 7 day deadline
- Integrated the React beautiful dnd library with React component/CSS to allow for intuitive drag and drop UI and UX during musical track creation
- Adapted the Tone.js framework to permit the saving of musical tracks on our MongoDB and replay on the frontend

Our Planet's Air   *(Javascript, D3.js, Node.js)*   **live** | **github**
An interactive map visualising pollution in major world cities
- Utilized D3.js' json parser in conjunction with data drawn from a CSV file to retrieve real time pollution data from the WAQI API, displaying clear, legible, integrated data for each user.
- Solved the API restriction problem only allowing one API call at a time saving each call's data in an array of Promises, enabling users to see data for multiple cities instead
- Employed D3.js' transform/translate function to enable mouse-following tooltips, greatly enhancing user experience by displaying information in an intuitive way for new users

EXPERIENCE
Intern**,** *Resolvve*   Oct 2020 - present
- Created post deletion feature for the React front-end web application in preparation for beta launch
- Collaborated with remote team using Trello to coordinate collaboration on building delete feature for new type of post

Education Developer**,** *Peace Corps Kyrgyz Republic*   Aug 2017 - Dec 2019
- Organized and implemented a technology education program for 25 rural teachers, resulting in a 24% increase in student interest based on survey
- Wrote grant for and supervised construction of irrigation project,resulting in new water source for 80% of residents
- Facilitated Strong Women's Kerben seminar which resulted in 20% increase in the awareness of women's rights,

Intern**,** *MakeGamesWithUs (now MakeSchool)*   Jun 2012 - Sep 2012
- Designed and implemented a choose-your-own adventure game in Objective-C, creating a lightweight mobile app

EDUCATION
AppAcademy - *Highly selective web development program teaching software engineering.* 2020

University of California, Irvine - *BA Anthropology* 2014