

# PASAN DHARMASENA

(862) 371-5888 [pasandharmasena@gmail.com](mailto:pasandharmasena@gmail.com) New York, NY [PORTFOLIO](#) [GITHUB](#) [LINKEDIN](#)

## SKILLS

JavaScript, React, Redux, HTML, CSS, SCSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, AWS, PostgreSQL, Webpack, jQuery, MVC, Git, Heroku, RSpec, Test-Driven Development(TDD), Object-Oriented Programming(OOP)

## PROJECTS

**CIPHER** (MongoDB, ReactJS, ExpressJS, Node, Socket.io, HTML, CSS, Redux)

[Live](#) | [GitHub](#)

*Study app for new programmers to practice algorithm problems alone or with others*

- Designed all splash images and wireframes using Adobe Creative Suite and implemented the frontend of the application through efficient and reusable React components as the Frontend Lead.
- Built all major frontend components using ReactJS that streamlined the UI/UX to allow users to navigate the app seamlessly and interact with the main functionalities with ease.
- Collaborated with three engineers to research websockets and identify ways to implement the primary functionality to allow multiple users to edit a single document concurrently while video chatting.

**Tea With Strangers** (Ruby on Rails, React.JS, PostgreSQL, HTML, CSS, Redux, JavaScript)

[Live](#) | [GitHub](#)

*Meet up app for connecting with others over shared interests and tea*

- Created a pixel-perfect clone of TeaWithStrangers using Rails and React to make a responsive application with a clean and user-friendly interface.
- Implemented multiple features with in-depth CRUD functionality using a custom PostgreSQL database allowing users to create, sign up for, update, delete, and review events.
- Overhauled the design of the original site to ensure the application is faster, more efficient, and more aesthetic.

**Overwatch Heroes Database** (Javascript, Ruby, CSS, HTML, Overwatch API)

[Live](#) | [GitHub](#)

*App showing information about Overwatch's playable characters*

- Created an Overwatch data visualization app utilizing an API to show character information using Vanilla JavaScript.
- Implemented popup modals using HTML and CSS that programmatically adapt to show individual character information.
- Designed an intuitive UI and UX that resembles the game interface, allowing users to be more familiar with the product and understand its intended use.

## EXPERIENCE

### Online Instructor

*iD Tech - Online Camp, New York*

Aug 2020 - Jan 2021

- Instructed over 30 students between the ages of 8 and 16 on the fundamentals of 3D modeling, 3D printing, and Design.
- Communicated with students' guardians in order to monitor students' progress and ensure learning goals were met.
- Collaborated with other instructors in bi-weekly meetings to create more comprehensive and accessible teaching methods.

### Lab Artist

*NYU Future Reality Lab*

Sep 2018 - Nov 2020

- Supervised and mentored 20 student artists in 3D modeling and UV layouts for props and set pieces for 3 VR/AR projects.
- Created 3D models, including UV layouts and texturing, in Autodesk Maya and Substance Painter.
- Spearheaded motion capture animation for all projects, including R&D of pipelines with Faceware and Optitrack.
- Led a small team of 3 artists, efficiently delegated tasks, and presented work to main team to ensure deadlines were met.

## EDUCATION

**Web Development** - App Academy, New York

Fall 2021

*Immersive, 16-week software engineering course with a focus on full-stack web development, which entailed 1000+ hours of coding.*

**BA 3D Modeling and Animation** - New York University, New York

Spring 2018