Daniel Xie

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EDUCATION

Stony Brook University, NY   2018 - 2022

Bachelor of Science, Computer Science | Game Programming Specialization

Organization: Game Developer's Club, Women In Computer Science

Selected Coursework: Data Structures, Analysis of Algorithms, Software Engineering, Artificial Intelligence, 2D & 3D Game Programming, Object Oriented Programming.

PROJECTS

Amazon-Clone (Javascript, React, Firebase)   Live | GitHub

A clone of amazon that allows users to purchase, return, and rate various products.

- Built a responsive web app using React that allowed users to shop and review purchases.
- Utilized the Firebase API to perform authentication and CRUD operations.
- Implemented commenting and rating functionality for user feedback.
- Developed responsive and clean UI using React and Material UI.

Algorithms for Games (JavaScript, HTML, CSS)   Live

An ongoing university project that allows users to view and interact with the basic building blocks used in game creation.

- Designed new user interface features to expand on the information that is available to the user.
- Extended basic demo functionality by implementing features that simplified complex topics.
- Refactored code to improve efficiency and reduce overall size of the application.
- Updated the readability of code and content of the user site.

Animal's Revenge (Typescript, Canvas API, Wolfie2D)   Live | GitHub

A tower defense game where the player stops the humans and ends the suffering of all animals.

- Designed game functionality and UI using Object Oriented Programming and typescript.
- Utilized Canvas API to render in-house animations and level design.
- Incorporated Wolfie2D game engine to implement collision detection of AABB objects.

SigmaBrain (JavaScript, Node.js, React, MySQL, Firebase)   GitHub

An application that allows users to create, share, take quizzes and interact with others to compete for rankings.

- Implemented authentication using Firebase for user's login & sign up on the front-end.
- Authorized users by querying user's data from the backend using Node.js.
- Designed database schemas with LucidChart and created a relational-database using MySQL.
- Applied Model View Control (MVC) design pattern to modularize the front-end and the back-end.

TECHNICAL SKILLS

Languages: JavaScript, Java, C, Python, SQL, HTML, CSS, , SQL, C++

Databases: MySQL, Firebase, MongoDB, relational databases.

Operating Systems: Windows, UNIX, Linux