Danny Yu

Woodland, CA | 530-383-3602 | <u>dxyu@ucdavis.edu</u> | <u>linkedin.com/in/danny-yu-/</u> | <u>github.com/Danny-Yu-X</u> https://danny-yu-x.github.io/Portfolio/

EDUCATION

University of California, Davis

Davis, CA

Bachelor of Science in Computer Science, Minor in Statistics - GPA: 3.55

Sep. 2023 - Present

Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Algorithm Design & Analysis, Machine Dependent Programming, Discrete Mathematics, Probability and Statistical Modeling

PROJECTS

Product Store | React.js, Node.js, Chakra UI, Express.js, MongoDB, JavaScript

Apr. 2025 - May 2025

- Developed a full-stack web application using Express serving a RESTful API with React as the frontend
- Designed and implemented a responsive user interface for users to create, modify, and display products
- Built an API that receives requests from the user and stores user input to a database in real time

Testimonial Grid | *HTML*, CSS, Visual Studio Code, Git

Oct. 2024 - Dec. 2024

- Developed a front-end testimonials grid displaying unique user information and styled sections
- Implemented a mobile-first workflow and responsive desktop design utilizing CSS Grid
- Deployed project design utilizing GitHub Pages and executed a live demo

Price Card | HTML, CSS, JavaScript, Visual Studio Code

Oct. 2024 - Dec. 2024

- Developed a front-end price card component that advertises a monthly subscription to a sample product
- Implemented an interactive and styled sign-up button with hover and focus states using CSS Flexbox
- Deployed project design utilizing GitHub Pages and executed a live demo

Blackjack Game | Python, Visual Studio Code, PyCharm, Git

June 2024 - July 2024

- Developed an interactive blackjack game that receives user-typed commands in the Terminal
- Implemented multiple functions that execute shuffle logic and calculate total hand value
- Utilized object-oriented programming practices that simulated a standard deck of playing cards

TECHNICAL SKILLS

Languages: Python, C/C++, HTML/CSS, JavaScript, RISC-V Assembly

Frameworks: React, Node.js, Express.js, Chakra UI

Developer Tools: VS Code, GitHub, Docker, Git, PyCharm, UNIX Tools, MongoDB, Postman, Vite, Render

Libraries: Pandas, NumPy, Matplotlib, SciPy

ACTIVITIES

Vice Presdident

Aug. 2021 - June 2023

SkillsUSA California

Woodland, CA

- Planned and executed monthly chapter meetings, weekly fundraisers, and competitions with several advisors and student officers
- Took the lead role in conducting presentations and engaged members in teamwork-building activities

Lead Programmer

Aug. 2019 - June 2023

Robotics Club Woodland, CA

- Designed, implemented, and deployed code for team robot utilizing various software applications
- Took the lead role in robot testing and helped team win several robotics competitions