

Danny Yu

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EDUCATION

University of California, Davis

Davis, CA

Bachelor of Science in Computer Science, Minor in Statistics - GPA: 3.5

Sep. 2023 - Present

Relevant Coursework: Data Structures, Algorithm Design & Analysis, Object-Oriented Programming, Human-Computer Interaction, Computer Architecture, Artificial Intelligence, Machine Learning

TECHNICAL SKILLS

Languages: Python, HTML/CSS, JavaScript, C/C++

Tools/Frameworks: React, Node.js, Express, VS Code, GitHub, Docker, PyCharm, MongoDB

Libraries: Pandas, NumPy, Matplotlib, SciPy, Torch

WORK EXPERIENCE

AI & Robotics Intern

June 2025 - Aug. 2025

Integem, Inc.

Larkspur, CA

- Engineered and programmed robots and drones using Python, Visual Studio Code, and custom hardware integrations, enabling real-time control and automation
- Designed and deployed 10+ holographic augmented reality projects integrating Python, 3D AR environments, and Generative AI with diffusion models in PyTorch using multiple software applications
- Led development and delivery of K-12 AI & robotics workshops, teaching 50+ students and authoring hands-on STEM curriculum to strengthen computational thinking and problem-solving skills

PROJECTS

Full-Stack Product Store Web App | JavaScript, React, Express, MongoDB

Apr. 2025 - May 2025

- Developed a full-stack web app with Express backend and React frontend, serving a RESTful API for product management
- Implemented a responsive user interface enabling users to create, modify, and view products efficiently
- Built a real-time API database integration, ensuring user input is stored and reflected across the web app

Responsive Testimonial Grid Component | HTML, CSS, GitHub Pages

Oct. 2024 - Dec. 2024

- Architected a responsive front-end testimonial grid, dynamically displaying unique user information
- Engineered a mobile-first design using CSS Grid to ensure a cohesive layout that scales gracefully from mobile devices to desktop
- Deployed the project via GitHub Pages, providing a live, accessible demo to showcase the design

Object-Oriented Blackjack Game | Python, Visual Studio Code, GitHub

June 2024 - July 2024

- Engineered a command-line-based Blackjack game that handles user commands and manages game state, showcasing proficiency in interactive application development
- Developed core game logic for shuffling, dealing, and calculating hand values, ensuring a mathematically accurate and fair game loop
- Applied object-oriented programming principles by designing and implementing classes for Card, Deck, Player, and Dealer, which led to clean, modular, and maintainable code