Daniel Binoy

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Multifaceted computer science student, dedicated learner and tech enthusiast looking to gain industry experience

SKILLS

Software Development

Proficient:	Python, Java, Arduino C, Git, Github, Agile, VSCode, Eclipse, ProcessingJS(p5.js)
Familiar:	HTML, CSS, JavaScript, C#, R, Bootstrap, Cisco IOS, Unity3D, SQL
Multimedia	Adobe Suite, Final Cut Pro, Audacity, AutoDesk 123D, Hitfilm, ffmpeg
Soft Skills	Leadership, Teamwork, Communication, Critical Thinking, Quick Learner, Public Speaking
Other	Windows, Linux, macOS, Google Suite, MS Office Suite, Virtual Machines

EXPERIENCE

Social Sciences Computing Services, UCI   **Mar 2020- Present**
Help Desk Assistant   *Irvine, CA*
- Resolved hardware and software issues on Macs and PCs
- Provided computing and network support to the school

Children's Discovery Museum of San Jose   **Feb 2018 - Sep 2019**
Volunteer / Exhibit Specialist   *San Jose, CA*
- Actively interacted with children and adults to enhance visitor experience
- Developed skills such as group management, creative problem solving, and customer interaction
- Started as Team Teal volunteer, then got job offer to become paid Exhibit Specialist

MESA Club, Santa Teresa High School   **Aug 2017 - May 2019**
Vice President   *San Jose, CA*
- Managed over 80 members in the MESA(Mathematics, Engineering, Science, Achievement) club
- Guided members in usage of Arduino and implemented STEM concepts in projects
- Helped lead club to best year to date, winning over 72% of all prizes, with 90% of members winning

EDUCATION

University of California, Irvine
BS Computer Science (Expected Graduation Jun 2022)

RELEVANT PROJECTS

Portfolio Website   *www.binoy.co*
- Created a **responsive** personal portfolio website, featuring projects and more about me
- Used **JavaScript**, **HTML**, **CSS**, and **Bootstrap** for main website, with some parts using **p5.js** for visualizations

Debug Duck   *www.binoy-d.itch.io/debug-duck*
- Designed and coded story-based top down shooter video game within 48 hours for Global Game Jam 2020
- Utilized **Unity3D** engine with code in **C#** and graphics made with **Adobe Photoshop** and **Piskelapp**
- Communicated and worked with team of 4 members

Retro Puzzle Game   *www.binoy.co/pages/puzzlegame*
- Developed aesthetic puzzle game in which one player controls two characters
- Wrote code in **Java** with tile based game engine written from scratch

Quizlet Bot   *www.github.com/binoy-d/auto-quizlet-write*
- Automated the Quizlet Write activity with a **chrome extension** written in **JavaScript**
- Focused on algorithm efficiency, capable of completing 1000 card set in under 1.5 minutes

AWARDS

Two-Time Winner - MESA National Engineering Design Challenge
- Built an **IoT RFID** student tracking system using **Arduino** and a **Spring Boot** server for my high school

1st Place Winner - Silicon Valley Coder's Club Tech Day Startup Challenge
- Created prototype solar panel cleaning robot using **Arduino**
- Pitched idea and business plan to venture capitalists

Platinum Tier Competitor - CyberPatriot XI Competition
- Competed in Air Force Association cybersecurity competition with a team of 5 and placed in the top tier
- Used **Cisco IOS** to perform security fixes on virtual networks and operating systems