

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, HTML, CSS, EJS, JavaScript, NodeJS, REST, jQuery, Git, Processing, GitHub
Familiar: C++, Bootstrap, MongoDB, Express, SemanticUI, C#, Arduino, Heroku, Cisco IOS, Unity3D

Multimedia

Adobe Creative Cloud, iMovie, Final Cut Pro, Audacity, Hitfilm, ffmpeg

Soft Skills

Creativity, Collaboration, Communication, Critical Thinking, Adaptability, Public Speaking

Other

Windows, Linux, MacOS, G Suite, MS Office, VirtualBox, Agile, 3D Printing

RELEVANT PROJECTS

Portfolio Website

<https://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

<https://binoy-d.itch.io/debug-duck>

Designed and coded story-based top down shooter video game with team within 48 hours for Global Game Jam 2020

Utilized **Unity3D** engine with code in **C#** and graphics made with **Adobe Photoshop** and **Piskelapp**

Bubbles Together

<https://bubbles-together.herokuapp.com>

Utilized **p5.js** to create shared drawing experience with particle effects

Deployed app using **Heroku** with **NodeJS**, **Express**, and **SocketIO** for backend

To-Do Web App

<https://binoy-d.github.io/to-do-app/>

Created responsive to-do app using **Bootstrap**, **HTML**, **CSS**, **JavaScript**, and **jQuery**

Implemented multiple list support, completion marking, todo deletion, and smooth animation

Retro Puzzle Game

<https://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

<https://github.com/binoy-d/auto-quizlet-write>

Automated the Quizlet Write activity with a **chrome extension** written in **JavaScript**

EDUCATION

University of California, Irvine

Expected Graduation June 2022

BS Computer Science, GPA: 3.8

Coursework: Python Programming and Libraries(Accelerated), Intermediate Programming, Programming in C/C++ as a Second Language, Introductory Computer Organization, Intro to Software Engineering, Boolean Logic and Discrete Structures, Discrete Mathematics for Computer Science, Intro to Probability and Statistics for Computer Science, Udemy Web Developer Bootcamp

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

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

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