https://linkedin.com/in/binoy-d   https://github.com/binoy-d

Daniel Binoy

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Multifaceted CS student, dedicated learner, and tech enthusiast looking for software engineering internships

SKILLS

Software Development
Proficient: C++, Python, Java, JavaScript, HTML, CSS, EJS, REST, jQuery, Git, Processing
Familiar: NodeJS, C#, Selenium, Express, Bootstrap, GTest, Beautiful Soup, MongoDB, Heroku, Unity3D
Multimedia Photoshop, Illustrator, Premiere Pro, iMovie, Final Cut Pro, Audacity, Hitfilm, ffmpeg
Soft Skills Agile, Collaboration, Communication, Critical Thinking, Adaptability, Public Speaking
Other Windows, Linux, Unix, G Suite, MS Office, VirtualBox, Arduino, 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

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

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

Debug Duck - GGJ 2020 *https://globalgamejam.org/2020/games/debug-duck-2*
- Designed and coded story-based TDS 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**

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

EDUCATION

University of California, Irvine   **Expected Graduation: July 2022**
BS, Computer Science, GPA: 3.7

CERTIFICATIONS

LinkedIn Using Python For Automation, Python Skill Assessment, Java Skill Assessment

EXPERIENCE

KTBYTE Computer Science Academy   **Apr 2020- Present**
Remote Computer Science Instructor *Lexington, MA*
- Taught computer science concepts in **Processing** and **Java** to pre-college students
- Helped **debug** students' programs while creating engaging projects/games
- Developed automatically graded curricula and problem sets

Computing Services, UCI School of Social Sciences   **Mar 2020- Present**
IT Help Desk Assistant *Irvine, CA*
- Resolved hardware and software issues on **Macs** and **PCs**
- Provided **computing** and **network support** to the school
- On hold due to COVID-19

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

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
- Placed in **top tier** of Air Force Association **cybersecurity** competition with a team of 5
- Used **Cisco IOS** to perform security fixes on virtual networks and operating systems