

# 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 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**

### 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

**Relevant 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

### 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

### 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

## 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