

# Daniel Binoy

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

## SKILLS

### Software Development

Proficient: Python, C++, Java, JavaScript, React, 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 **React**, **Bootstrap**, **HTML**, **JavaScript**, and **CSS** for dynamic content through custom components
- Features aesthetic interface, light/dark mode, and smooth animations, as improvements from [previous version](#)

### Retro Puzzle Game

<https://github.com/binoy-d/2p1p-puzzle-game>

- Developed aesthetic puzzle game in which one player controls two characters
- Wrote code in **Java** with tile based game engine capable of **parsing** custom map files

### 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: June 2022

BS, Computer Science, GPA: 3.7

## CERTIFICATIONS

### LinkedIn

Using Python For Automation, Learning React.js, Python Skill Assessment, Java Skill Assessment

## EXPERIENCE

### KTBYTE Computer Science Academy

Apr 2020- Present

*Remote Computer Science Instructor*

*Lexington, MA*

- Taught computer science concepts at various levels in **Processing** and **Java** to over **40** pre-college students
- Communicated** with operations staff on **optimizing** problem sets to emphasize learning and retention
- 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

### 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*

- Grew MESA(Mathematics Engineering Science Achievement) by **over 40%** from **50+** to **80+ members**
- Guided members in usage of **Arduino** and implemented STEM concepts in projects
- 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** and pitched idea and business plan to venture capitalists