

Daniel Binoy

dbinoy15@gmail.com | (669) 377-5085 | www.binoy.co | 🌙

Skills

Software Development

Proficient: Python, C++, Java, JavaScript, React.js, Bootstrap, HTML, CSS, jQuery, Processing, p5.js
Familiar: NodeJS, C#, Selenium, Express, AWS, GTest, Web Crawling, MongoDB, Heroku, Unity3D

Other

Git/Github, Agile, Photoshop, Linux, UI/UX Design, VirtualBox, Arduino, 3D Printing

Relevant Projects

Portfolio Website

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 [old site](#)

Blog App

github.com/binoy-d/react-blog-app

- Created full stack blog app where users can read articles, as well as upvote and leave comments
- Hosted on **AWS EC2** server with backend written in **NodeJS** and **Express**
- Front end written with **ReactJS**, using **MongoDB** to store comments and upvotes

3D Music Visualizer

binoy-d.github.io/spiral-orbit

- Built bezier-based 3d generative music visualizer using **p5.js** and **webgl**
- Generates complex visuals that react to mouse and keyboard input and morph to mic input

Retro Puzzle Game

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

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

Education

University of California, Irvine

Expected Graduation: June 2022

BS, Computer Science, 3.7

Certifications

LinkedIn

Python For Automation, React.js, Building a React.js Interface, Python Assessment, Java Assessment

Experience

Project Committee Member

Nov 2020 – Present

UCI ICS Student Council

Remote

- Worked to develop online solutions tailored to aid UCI students to improve student experience
- Rebuilt and redesigned zotistics website from ground up in React

Web Development / UI Design Intern

Sep 2020 – Present

Curicular

Remote

- **Managed website interface**, pitching and implementing ideas to better design, code, and modify the site
- Created visually appealing site features for **user-friendly design** and clear navigation.
- Streamlined website structure and page layouts, resulting in **4x faster load times**

Computer Science Instructor

Apr 2020 – Present

KTBYTE Academy

Remote

- Taught computer science concepts at various levels in **Processing** and **Java** to over **60** pre-college students
- **Communicated** with operations staff on **optimizing** problem sets to emphasize learning and retention
- **Developed** automatically graded curricula and problem sets

IT Help Desk Assistant

Mar 2020 – Sep 2020

Computing Services, UCI Social Sciences

Remote

- Resolved hardware/software issues and provided **computing/network support** to the school

Vice President

Aug 2017 – May 2019

MESA Club, STHS

San Jose, CA

- Grew MESA(Mathematics Engineering Science Achievement) by **over 40%** from **50+ to 80+ members**
- Lead club to best year to date, winning over **72%** of all prizes, with **90%** of members winning