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

Multimedia — Photoshop, Illustrator, Premiere Pro, iMovie, Final Cut Pro, Audacity, Hitfilm, ffmpeg

Soft Skills — Agile, Collaboration, Communication, Critical Thinking, Adaptability

Other — Git/Github, Linux, Windows, G Suite, MS Office, 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 previous version

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

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

Debug Duck - GGJ 2020   *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   *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   Python For Automation, React.js, Building a React.js Interface, Python Assessment, Java Assessment

EXPERIENCE

Curicular   **Sep 2020- Present**
Web Developer / UI Design Intern   *Remote*
- Help **manage website interface**, pitching ways to better design, code, and modify the site.
- Create visually appealing site features for **user-friendly design** and clear navigation.
- Work with the Marketing Team in designing and creating content to be used in marketing campaigns

KTBYTE Computer Science Academy   **Apr 2020- Present**
Computer Science Instructor   *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

Computing Services, UCI School of Social Sciences   **Mar 2020- Sep 2020**
IT Help Desk Assistant   *Irvine, CA*
- Resolved hardware/software issues and provided **computing/network support** to the school

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+ member**s
- Lead club to best year to date, winning over **72%** of all prizes, with **90%** of members winning