linkedin.com/in/binoy-d   *github.com/binoy-d*

Daniel Binoy

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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

UCI Web Search Engine   *github.com/binoy-d/2p1p-puzzle-game*
- Wrote **search engine** from ground up in **Python** capable of handling tens of thousands of documents
- Runs under harsh operational constraints with query response time **under 300ms**

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, keyboard, and microphone input

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

Software Engineering Intern | *Badger Meter*   **Jan 2021 – Present**
- Producing **clean, efficient code** based on user stories and integrated software components
- Authoring automated **unit, integration,** and **system tests**
- Troubleshooting and debugging existing **Python** and **React** code base

Project Committee Member | *UCI ICS Student Council*   **Nov 2020 – Present**
- Working to develop online solutions tailored to aid UCI students to improve student experience
- Rebuilding and redesigning zotistics website from ground up in React

Web Development/UX Intern | *Curicular*   **Sep 2020 – Dec 2020**
- **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 | *KTBYTE*   **Apr 2020 – Present**
- 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

Vice President | *MESA Club, STHS*   **Aug 2017 – May 2019**
- 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