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

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