

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, Figma, AWS, GTest, Web Crawling, MongoDB, Heroku

Other

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

Experience

Software Engineering Intern

Jan 2021-Present

Badger Meter

Los Gatos, CA

- 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

Nov 2020-Present

UCI ICS Student Council

Irvine, CA

- 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 Design/UX Intern

Sep 2020-Dec 2020

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

Remote

- Taught computer science concepts at various levels in Processing and Java to 60+ students
- Communicated with operations staff on optimizing problem sets to emphasize learning and retention
- Developed automatically graded curricula, problem sets, and lesson plans

Vice President

Aug 2017-May 2019

ST MESA Club

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

Education

University of California, Irvine

Expected Graduation: Dec 2021

BS, Computer Science | 3.7

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/uci-ics-search-engine

- 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
- Incorporates tf-idf, contextual relevance ranking, tokenization, and stop word handling

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

Certifications

LinkedIn

Python for Automation, React.js, Python Skill Test, Java Skill Test, HTML Skill Test, CSS Skill Test