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

Daniel Binoy

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Skills

Software Development

Proficient: Familiar:

Python, C++, Java, JavaScript, React.js, Bootstrap, HTML, CSS, jQuery, Processing, p5.js NodeJS, C#, Selenium, Express, AWS, GTest, Web Crawling, MongoDB, Heroku, Unity3D Git/Github, Agile, Photoshop, Linux, UI/UX Design, VirtualBox, Arduino, 3D Printing

Expected Graduation: Dec 2021

Other Experience

Software Engineering Intern

- · 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

- 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

- · 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

- 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

- 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

BS, Computer Science | 3.7

Projects

Portfolio Website

- 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

- · 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

- 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

- 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

- Utilized p5.js to create shared drawing experience with particle effects
- · Deployed app using Heroku with NodeJS, Express, and SocketIO for backend