Daniel Seung Hyeon Ryu

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Technical Skills:

- **Programming Languages:** C++, Javascript, Java, Python, PostgreSQL, Swift, SQL, Solidity, C#, PHP
- **Web-Design:** Reactjs, HTML, CSS, MUI, Figma
- **Frameworks:** Micronaut, Node.js, Truffle, Selenium
- **Database:** MongoDB, PostgreSQL, Flyway
- **Experience with:** Linux, AWS, Yarn, Gradle, Git, Github Actions, Github Pages, Docker, Unity, Apache, SVN

Work Experience:

Software Engineer Intern (Full-stack)   Jun. 2022 - Aug. 2022
Object Computing Inc. **STL, MO**
Object Computing Inc. is a software engineering firm that provides Open-Source products such as Grails and Micronaut framework.

- Developed a new onboarding web application for Object Computing's open-source check-ins software by utilizing principles of **Agile Scrum development** with the intern cohort and improved the onboarding experience for new hires and HR managers by streamlining the whole onboarding process, and allowing HR managers to track new hires' onboarding progress in real-time.
- Optimized application navigation and created web components and pages using **React** and **Material UI(MUI)**.
- Constructed **RESTful web services** and **DTOs** with **Java** using **Micronaut** framework**, and Axios** and wrote **SQL** migration scripts and queries.
- **Integrated Signrequest API** and **constructed API endpoints** to streamline the process of sending employment documents, retrieving signatures, and tracking the new hire's progress for HR users of the application.
- Built and conducted **Integration tests** for various DTOs, **REST APIs,** and front-end components.

Sergeant   Jan. 2020 - Aug. 2021
Korean Military Service

- Trained and led over 500 trainees at the military boot camp as a marksmanship instructor and helped manage and **instill efficient workflow** for the battalion.

Software Engineer   Jun. 2019 - Jan. 2020
Onnuri iKorea, **Seoul, South Korea**

- Developed a web crawler using **Python, Selenium WebDriver, and BeautifulSoup library** in conjunction with **Google Analytics** to collect and process pertinent data (reviews, ratings, traffic, session duration, A/B testing result) for understanding target consumers' behaviors on eCommerce websites, and Instagram.
- Devised an efficient Python program that automated **data analysis and data visualization** of the collected data using **NumPy and Plotly libraries**. Our team was able to utilize the program to optimize our eCommerce website design, and our product listing page on other eCommerce websites like Naver Shopping.
- Developed a **Python** program for calculating the percentage of follower bots for select groups of Instagram accounts under user-selected hashtags, and extracting a ranked list of Instagram accounts according to their true follower count. This feature assisted the sales/marketing team with optimally selecting Instagram accounts to advertise our products on.
- Assisted the company with **data-driven strategies** and helped reach over $280,000 in monthly sales within three months.

Editor/Writer   Aug. 2016 - Aug. 2018
Tech for Korea **New York, NY**

- Authored and edited technology articles covering the newest advancements and growth in the Korean startup industry and promoted startups to potential investors by exposing them to a target audience.

Projects:

Pepper Inc. | www.peppermotor.com   Nov. 2021 - Present

- Leading a group of developers, and designers in creating an NFT collection business that recently launched in October.
- **Deployed smart contract** for the NFT marketplace **dApp** and NFT token on the Polygon network using **Solidity, Ethereum Virtual Machine API (EVM)**, **OpenZeppelin and Typescript.**
- Conducted deploy tests and migrations for the smart contract using **Truffle Develop, Truffle Console, and Ganache** in conjunction with **MetaMask** and **Mumbai Testnet**.
- Designed an NFT collection website with **React and CSS** and deployed the website using **AWS EC2 Instance.**

Poke-Chat | github.com/danie1r/Poke-Chat   Nov. 2021 - Dec. 2021

- Collaborated with another developer to create a game/chat room web application in which we recreated the Pokémon game and added a chat room feature that allows players to walk into a "chat-house" and chat with other players that are currently in the same room.
- Utilized **Reactjs** to design the chatroom in addition to using **Javascript** for developing the game functions and using **React Bootstrap** to contain both the game and the chatroom on the same webpage.
- Built queries into our **MongoDB** database using **React Redux** for the chatroom and implemented real-time messaging in the chatroom with the **Socket.io** library.

Education:

Washington University in St.Louis | McKelvey School of Engineering   Expected Graduation: May 2024
Candidate for BS and MS in Computer Science
GPA: 3.83
Relevant Coursework: Artificial Intelligence, Data Structures and Algorithms, Rapid Development and Creative Programming, Object-Oriented Software Development, Parallel and Concurrent Programming, Mobile App Development