

DANIEL SEUNG HYEON RYU

</> danielshryu.com ✉ r.seunghyeondaniel@wustl.edu in linkedin.com/in/shryu github.com/danie1r

TECH STACK

Programming Languages: Java, Python, Swift, Javascript, Typescript, C++, SQL, C#, Solidity, HTML, CSS

Frameworks: React.js, React-Native, Vue.js, Node.js, Django, Nuxt.js, Express.js, Micronaut

Database: Elasticsearch, Firebase, AWS RDS, MongoDB, PostgreSQL

Tools & Platform: Git, Unity, Apache, Kubernetes, ArgoCD, AWS Lambda, Docker, Vercel, SVN

EDUCATION

Washington University in St. Louis

Expected Graduation: May 2024

Candidate for BS and MS in Computer Science

GPA: 3.9 / 4.0

Honors: Tau Beta Pi - Engineering Honor Society

Coursework: Advanced Algorithms, Database Management, Artificial Intelligence, Machine Learning, Object-Oriented Programming, Concurrent Programming, Data Structures and Algorithms and etc.

WORK EXPERIENCE

Software Engineer Intern @ Ellipsis Travel

Jun. 2023 – Aug. 2023

Typescript | Python | Node.js | Vue.js | Elasticsearch | ArgoCD | OpenAPI

Saint Louis, MO

- Integrated distributed backend system and microservices to perform data mapping/transfer operations for 10 different API services, achieving 40% increase in data collection and enhancing data quality, accuracy, and consistency.
- Established streamlined pipeline for seamless data ingestion from API services to Elasticsearch using Python and ArgoCD.

Teaching Assistant @ Washington University in St. Louis

Jan. 2023 – Present

Javascript | MySQL | PHP | AWS | MongoDB | Git | React.js | Node.js | Apache | HTML | CSS

Saint Louis, MO

- Assisted in instructing a Software Development course encompassing web application development in client-side and server-side JavaScript, database management, building Apache Linux web server, utilizing web frameworks, and more.
- Mentored a cohort of 20 students, providing guidance on assignments, technical questions, and grading.

Research Software Engineer @ Washington University School of Medicine in St. Louis

Sep. 2022 – May 2023

Swift | Java | Javascript | React.js | AWS Lambda | PostgreSQL

Saint Louis, MO

- Released an Electronic Data Capture web app and an iOS health app to assist doctors with tracking the functional status of 100+ patients with musculoskeletal disorders to improve patient outcomes.
- Revamped the AWS Lambda functions, reducing the latency of updating patient data in real-time by 30ms.

Founder and Tech Lead @ Pepper Inc.

Nov. 2021 – Dec. 2022

Solidity | Typescript | React.js | OpenZeppelin | AWS EC2

Saint Louis, MO

- Founded a Web3 brand and spearheaded a group of developers and designers in creating an NFT collection.
- Orchestrated a marketplace dApp and deployed smart contract and NFT tokens on the Polygon network using Solidity, OpenZeppelin, and Typescript.
- Created an NFT collection website with React.js and deployed the website using AWS EC2 Instance.

Fullstack Software Engineer Intern @ Object Computing Inc.

Jun. 2022 – Aug. 2022

Java | SQL | Javascript | React.js | Micronaut | PostgreSQL

Saint Louis, MO

- Enhanced company's open-source HR software by deploying a new onboarding feature that expedited the employee onboarding process for new hires and HR managers by 30%.
- Streamlined employee onboarding progress tracking by implementing bidirectional RESTful API services connecting the client and PostgreSQL database, ensuring accurate real-time updates.

PROJECTS

Priism | github.com/danie1r/Priism-mobile

Jan. 2023 – May 2023

- * Crafted an iOS/Android mobile app for an anonymous social platform for college students using React Native, and Firestore.
- * Implemented user and post-channel privacy security features, contributing to a more secure user experience.

ARCraft | github.com/danie1r/ARCraft

Dec. 2022 – Mar. 2023

- * Engineered an iOS social app that provides a collection of Augmented Reality effects and games using ARKit and RealityKit SDK.
- * Reworked application logic and synchronized data to reduce CPU utilization, reducing main thread work time by 10%.

Catch Me If You Can | github.com/danie1r/Catch-Me-If-You-Can

Nov. 2022 – Dec. 2022

- * Created an iOS app that hosts an interactive multiplayer tag game using Swift, MapKit, and Ruby.
- * Managed game data with Realtime Firebase DB, and scaled the application to hold up to over 100+ players.