

DANIEL SEUNG HYEON RYU

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TECH STACK

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

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

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

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

WORK EXPERIENCE

Software Engineer Intern @ Ellipsis Travel

Jun. 2023 – Aug. 2023

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

Saint Louis, MO

- Constructed highly scalable backend architecture/microservices and API services using Node.js, and Typescript to perform data mapping/transfer operations for 10 different API services and Elasticsearch DB.
- Established streamlined pipeline for seamless data ingestion from API services to Elasticsearch using Python and ArgoCD.
- Utilized OpenAPI specifications to define API structures and endpoints.

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 application to assist doctors with tracking the functional status of 100+ patients with musculoskeletal disorders using Swift, PostgreSQL, and Apple Healthkit API.
- 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 OCI's open-source HR software by introducing a new feature that streamlined and expedited the employee onboarding process for new hires and HR managers.
- Implemented bidirectional RESTful API services between client and PostgreSQL database to update employee's onboarding progress in real-time using Java, Micronaut, and Javascript.

Software Engineer @ Onnuri iKorea

Jun. 2019 – Jan. 2020

Python | Selenium | HTML | CSS | A/B Testing

Seoul, South Korea

- Developed Web and Instagram scraping tools using Python, Selenium WebDriver, and BeautifulSoup library to collect and analyze target market data and online customer behaviors.

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 media 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.

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: Machine Learning, Object-Oriented Programming, Concurrent Programming, Data Structures and Algorithms and etc.