

Daniel Jae Im

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Bachelor of Arts in Computer Science

Graduating in Spring 2022 Major GPA: 3.5

Relevant Coursework:

- Data Structures and Algorithms
- Computer Security
- Intro. to Database Systems
- Linear Algebra, Differential Equations
- Discrete Math and Probability
- Advanced Algorithms (Spring)
- Intro. to Artificial Intelligence (Spring)

SKILLS

TECHNICAL SKILLS

Proficiencies:

- Javascript • Python • Java • C++
- React • Redux • Node.js • HTML5
- CSS • Git • Linux • PostgreSQL

RELEVANT EXPERIENCE

DESMOS INC

Software Engineering Intern

May 2019 - August 2019

- Worked at Desmos Inc. to build their new site: www.gifmos.com
- Scaffolded Action-Creator pipeline in Redux to decrease gif load-times by 50%.
- Extended React Testing Library to increase test-coverage by 89%.
- Implemented timeline feature, gif editor, and ran merges on Git repo.

THECODERSCHOOL

Student Tutor

August 2020 - Present

- Create personalized curriculum for high school students interested in web development.
- Host weekend courses with children interested in learning Python.
- Led company-wide demo on React, web development and HTML.

PROJECTS

PATHFINDING VISUALIZER

Fall 2020

- Built a React application for visualizing pathfinding and maze-generation algorithms.
- Implemented several different algorithms based on Dijkstra's and A*Search algorithms

SPOTLUCK

Summer 2020

- Built a React music player that works in browser and recommends new music.
- Leveraged the Spotify SDK/API to find artists that match Spotify user's tastes and favorite artists.

GITLET

Fall 2019

- Built small version control system, modeled after GitHub.
- Implemented file serialization, merges, branches, checkouts, adds, commits, and logs.

CAMMY

Fall 2019

- Built a React-Native Application that reads handwritten URLs like QR Codes.
- Leveraged the Google Cloud Vision API to detect text on screen, pattern match and send user to weblink.

CLUBS & LEADERSHIP

CODEOLOGY | STUDENT TECH GROUP

Fall 2019

- Worked with several club members to implement a movie-rating prediction model, using sentiment analysis on RottenTomato reviews.
- Employed web scraping through BeautifulSoup API, parsed data through Pandas Frames, and used Stanford Sentiment Analysis Dataset.

BCEC | BUSINESS EVENT COORDINATOR

Fall 2019

- Connected with employees from Blizzard, Pocket Gems, Nvidia and Zynga to host a video-games industry panel for students on campus.
- Held Q/A testing for eSports startup; held interviews with casters, coaches, and players around campus.