Daniel Jae Im

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Education

University of California, Berkeley Expected graduation: Dec 2021
B.A, Computer Science Major GPA: 3.5 / 4.0

Technical Skills

- Javascript, Python, Java, C/C++, C#
- React.js, Redux, Node/Express.js, PHP, Figma
- Trello, Bitbucket, Git, AWS
- SQL, MySQL, PostgreSQL

Work Experience

Desmos Inc., San Francisco, CA **05/2019 - 08/2019**

Software Engineering Intern

- Worked on overhauling the display and internal functionality of company's new site: *gifsmos.com.*
- Designed and conceived a batch queuing system to halve number of external API calls to 35%.
- Optimized the Redux Action-Creator pipeline to handle increasingly complex state management
- Expediated the onboarding process for open source contributors by writing documentation.
- Extended React Testing Library to increase test-coverage by 89%.
- Worked with UX/UI designers to incorporate user accessibility to icons and hoverables.

TheCoderSchool., Berkeley, CA **07/2020 - Present**

Web Development Instructor

- Overhauled the company's web development curriculum for high schooler students by including curriculum in the model-view paradigm, React.js hooks, Redux action creators, and Javascript.
- Host a reoccurring weekend course for thirty+ middle schoolers interested in learning Python for the first time, by guiding them through game tutorials and libraries such as PyGame and Turtle.
- Lead job training for fellow college instructors in React.js and HTML/CSS to improve branch's ability to deliver relevant web development experience to more than a hundred students.

Personal Projects

Spotluck: (React.js, HTML, CSS)

- Designed and implemented an interactive website that recommends new music based on a user's Spotify profile.
- Built a recommendation algorithm backed by the Spotify API, that trains Spotify's subsidiary engine to suggest new songs based on musical qualities such as tempo, modality, liveliness, and recent popularity.
- Engineered an in-browser music player that directly connects to the Spotify app, to switch songs between devices.

Cammy (iOS, React-Native)

- Designed and created a mobile application that allows your phone camera to read handwritten URLS as hyperlinks.
- Recognized as the lead programmer for our team's hackathon group, implementing UI/UX created by our designers, and assigning tasks to our two other student engineers.
- Consumed a working understanding of multiple technologies across a limited timeframe of 39 hours to produce a viable product that was presented to a panel of judges from Google, and awarded an 'Innovative Award' for the hackathon.

Pathfinding Visualizer (React.js, HTML, CSS)

- Built an interactive website for visualizing various pathfinding and maze generation algorithms, including Dijkstra's A* Search, DFS, BFS, Eller's Maze Generation, and disjoint sets.

Secret Hitler Discord Bot

- Designed, conceived and launched a publically available discord bot that allows servers to play games of Secret Hitler.
- Created website to market the product, and tracked user engagement and issues through multiple forums across Reddit and Discord servers.

Activities

Codeology - Tech Collaboration on Campus

- Employed data mining through web scraping of *RottenTomatoes.com*, and fed our parsed data through a Machine Learning model backed by the Stanford Sentiment Analysis Dataset to assess movie's success prior to overall recognition.
- Some movies we predicted would do well: *Parasite, The LightHouse, Booksmart, The Boy Who Harnessed the Wind.*

Berkeley CS61B: Data Structures and Algorithms Academic Intern

- Mentored several freshman students in weekly labs and office hours by providing advice on projects, curriculum, and review on topics covered such as linked-lists, heaps, binary trees, recursion, interfaces/abstracts, and pathfinding algorithms.

Bearhouse Innovations

- Working to head the tech-stack on a small startup that notifies fathers with advice on fatherhood and what to expect.