

# Daniel Jae Im

*ex-English major:  
willing to learn on the job  
grown through risk and soil*



(415) 336-5424



[imdanieljae@gmail.com](mailto:imdanieljae@gmail.com)



[linkedin.com/in/imdanieljae](https://www.linkedin.com/in/imdanieljae)



[github.com/danieljaeim](https://github.com/danieljaeim)



[imdanielim.com](http://imdanielim.com)

## EDUCATION

University of California, Berkeley  
2017 - Present *Sophomore*  
Bachelor of Arts,  
Intended Computer Science

Rithm School - 500 Sansome  
Summer 2019  
17Web Development Intensive

## RELEVANT COURSES

1. CS61A: Structure and Interpretation of Computer Programs
2. CS61B: Data Structures and Design
3. CS61C: Great Ideas in Computer Architecture
4. DES-INV198: Video Game Design and Development, C#
5. MATH54: Linear Algebra and Differential Equations
6. CS70: Discrete Math and Probability Theory
7. CS97B: Assistant for CS61B Teaching Staff Sp' 2020

## RELEVANT EXPERIENCE

*Open Source Contributor → Internship @ Desmos*

June - July 2019 // San Francisco, CA

- > Implemented backend frame capturing and timeline editing features within a Redux action-creator pipeline I scaffolded for the team.
- > Employed wide coverage bug fixes, unit tests, and end to end testing using React Testing Library, improving test coverage by 77%.
- > Utilized AGILE/SCRUM methodologies across three months, optimizing Team communication and daily workflow between biweekly sprints.

*Head Representative @ BCEC Video Game Committee*

January - May 2018 // San Francisco, CA

- > Organized a networking event connecting 80+ Berkeley students with company representatives from Blizzard, Riot, Zynga, Bandai-Namco.
- > Orchestrated a marketing campaign with Cal's Esports Community Center to sponsor a League of Legends tournament and watch-party.
- > Performed independent Q&A testing with 17 Cal eSports athletes and 2 professional casters, to ideate potential MVP's for future development.

*Senior Advising Tutor @ JCYC Upward Bound*

August 2017 - April 2018 // San Francisco, CA

- > Coordinated weekly SAT seminars for 60+ students among four of the largest high schools in San Francisco, improving student scores by 300 on average.
- > Developed personalized Preparation courses for 60+ students over four AP subjects, improving student scores by 2+ on average.

## PERSONAL PROJECTS

**Crow:** Game of Thrones inspired Twitter-clone built with a Flask backend. *Python, HTML, CSS*

**GIFSMOS:** Create dynamic GIFS of graphs, right now! Made through my Desmos internship. *React*.

**Enigma::** A model replica of the WW2 Enigma machine. *Java*

**Gitlet:** A version control system with full Github-like functionality. *Java*

**Signpost:** Arrow pointer game by Simon Tathman. *Java*.

**Cammy:** Read URLs like QR codes through your iPhone camera. *Google Vision API, React-Native*

**Tablut:** Nordic board game, with alpha-beta pruning AI opponent I developed. *Java*

**Birb:** 39 hour GDD Game Jam, goofy. *Unity, C#*.

**Fedora Checkers:** First full game mockup in HTML. *React*

## SKILLS

### Programming Languages

Javascript, Java, Python, C#  
HTML, CSS, SQL

### Libraries & Frameworks

React, Redux, Node, D3, Express, Flask, jQuery, React-Native

### Tools & Platforms

RESTful APIs,  
Github, PostgreSQL,  
The Youtube SearchBar

### Design & Creative

Ableton, Unity, Sketch

## ENGAGEMENTS

**Codeology:** *campus coding club*

**Berkeley Game Dev:** *club proj. lead*

**Cal Hacks '19:** *participant, 'Cammy'*

**Bear Jams '19:** *participant, 'Birb'*