

Danny Son

Email: son.d@northeastern.edu

Availability: September 2022 - December 2022

Website: <https://github.com/dannyson900/Personal-Portfolio>

Github: <https://github.com/dannyson900>

Phone Number: (401) 248-8903

EDUCATION:

Northeastern University, Boston, MA

September 2019 - Present

Khoury College of Computer Sciences

Candidate for a Bachelor of Science degree in Computer Science & Game Development

Related Courses: Fundamentals of Software Engineering | Algorithms and Data | Object Oriented

Design | Programming in C++ | Building Game Engines | Database Design | Computer Systems

GPA: 3.23/4.0 | Dean's List

Expected Graduation Date: 2024

WORK EXPERIENCE:

Incoming Mobile Engineer Co-op - LinkedIn, Sunnyvale, CA:

Expected: May 2022 - August 2022

Mobile Software Engineer Co-op - Wellframe, Boston, MA:

July 2021 - Present

- Developed and maintained the Android codebase in Java and Kotlin, using Android Studio
 - Beautified and designed new UI/UX features in the Android app:
 - Implemented complex Animations to provide motivation and enhance responsiveness from our users
 - Designed UX to encourage users to connect to Google Fit based on their tracking status
 - Refactored parts of the Android codebase to follow Kotlin Synthetics / AndroidX API
 - Worked in Agile/Scrum Environment
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COMPUTER KNOWLEDGE:

Languages - Proficient: Java | Kotlin | C++ | C#

- Familiar: HTML | CSS | JavaScript | C | TypeScript | Python | Racket

Operating Systems: Mac OS | Windows

Applications / Frameworks: Android Studio | IntelliJ | Git | Gitlab | Github | Visual Studio Code | XCode |
Unity Engine | Microsoft Visual Studio | Eclipse

PROJECTS:

Personal Website:

- Created a portfolio, dynamically designed for both mobile and desktop users, written in HTML, CSS, and JS
- Designed an Intro splash screen, and a dynamic navigation bar, styled with smooth animations

Competitive Tic-Tac-Toe:

- Created a two player mobile application individually using Android Studio, written in Java and Kotlin
- Designed using MVVM architecture, beautified UI/UX with animations,
- Implemented a point system and moveset to make Tic-Tac-Toe more strategic

Ascension:

- Created a full game with a group of 4, using Unity
 - Designed all the levels, and programmed game logic in C#, using Microsoft Visual Studio
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OTHER WORK EXPERIENCE:

Instructional Assistant - Northeastern University, Boston, MA:

January 2021 - April 2021

- Maintained audio/visual stability throughout class
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INTERESTS: Mobile Development | Playing Guitar | Music Production | Fitness | Biking | Skateboarding