

Danny Son

Email: dannyson900@gmail.com

Website: <https://danny-son.github.io/Personal-Portfolio/> | **Github:** <https://github.com/danny-son>

Phone Number: (401) 248-8903 | **Location:** Boston, MA | **Availability:** January 2024

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 |

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

Expected Graduation Date: December 2023

COMPUTER KNOWLEDGE:

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

- Familiar: GraphQL | React JS | HTML | CSS | JavaScript | XML |

SQL | SQLite | Assembly | Typescript | R

Operating Systems: Mac OS | Windows | Linux

Applications / Frameworks: Android Studio | IntelliJ | Git | Gitlab | Github | Visual Studio Code | XCode |

Unity Engine | Microsoft Visual Studio | Eclipse | Vim | MySQL Workbench

WORK EXPERIENCE:

Mobile Engineer Intern (Android) - LinkedIn, New York City, NY:

May 2023 - August 2023

- Designed a new error handling system on profile pages to provide users more meaningful messages
- Migrated and configured an editing tool among all uses of editing profile pictures to allow a better user experience
- Took initiative in the framework migration project to provide a faster execution for iOS and Web clients

iOS Engineer Co-op - Ginger Labs, San Francisco, CA

Sept 2022 - December 2022

- Took part in "Swiftification" and converted over 5000 lines of Objective C code into Swift
- Created new UI Alerts to enhance our user experience

Mobile Engineer Intern (Android) - LinkedIn, Sunnyvale, CA:

May 2022 - August 2022

- Generated Layout Tests with Espresso to test the rendering of our models on our main profile page
- Implemented and Designed a new inline prompt to inform creators about upcoming features for creator profiles
- Created a better user experience with Creator Profile, taking part in redesigning the whole UI along with bug fixes

Mobile Software Engineer Co-op (Android) - Wellframe, Boston, MA:

July 2021 - April 2022

- 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
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PROJECTS:

Playtogether GO (Mobile Game, Unity):

- Took the lead in implementing the design, planning out sprints, and ensuring the game flow was cohesive
- Designed Camera scannability for players to collect characters within physical locations

Competitive Tic-Tac-Toe (Mobile Game, Android):

- Created a two-player mobile application individually using Android Studio, written in Java and Kotlin
 - Designed using MVVM architecture, beautified UI/UX with animations
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INTERESTS: Guitar | Film | Lifting | Biking | Skateboarding | Climbing | Hiking