Danny Son

Email: son.d@northeastern.edu
Availability: September 2022 - December 2022

Website: https://dannyson900.github.io/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

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 archecticure, 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

INTERESTS: Mobile Development | Playing Guitar | Music Production | Fitness | Biking | Skateboarding