

Danny Son

Email: son.d@northeastern.edu

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

Phone Number: (401) 248-8903 | Location: Boston, MA | Availability: May 2023 - August 2023

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

GPA: 3.35/4.0 | Dean's List

Expected Graduation Date: 2024

COMPUTER KNOWLEDGE:

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

- Familiar: GraphQL | React JS | HTML | CSS | JavaScript | SQL | Assembly | Typescript

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:

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

Sept 2022 - Present

- Converted many Objective-C files in the codebase into Swift
- Created new UI Alerts to inform our users better

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

May 2022 - August 2022

- Created 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 what the new update entails
- Created a better user experience with Creator Profile, taking part in redesigning the whole UI

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
 - Remodeled and designed our Library section to provide benefits and relevant resources for our users
 - Refactored parts of the Android codebase to follow Kotlin Synthetics / AndroidX API
 - Worked in Agile/Scrum Environment
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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, a dynamic navigation bar, styled with smooth animations and scrolling logic

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
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INTERESTS: Playing Guitar | Music Production | Fitness | Biking | Skateboarding | Climbing | Food | Hiking