Danny Son

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EDUCATION

Northeastern University   Boston, MA
Bachelor of Science in Computer Science and Game Development   *Sept 2019 – Dec 2023*

Relevant Courses: Software Engineering | Algorithms and Data | Object-Oriented Design | Database Design

TECHNICAL SKILLS

Languages: Kotlin | Java | Objective C | Swift | Python | GraphQL | C++ | C# | SQL | Javascript | XML | R
Frameworks: Dagger | JUnit | Espresso | Gradle | React | Node.js | jQuery
Developer Tools: Android Studio | XCode | Git | VS Code | Figma | PyCharm | IntelliJ | Unity

EXPERIENCE

LinkedIn   New York City, NY
Mobile Engineer Intern   *May 2023 – Aug 2023*
- Designed a new error handling system on profile pages to provide enhanced clarity to **20 million** Users
- Increased the number of total profile Edits by **5%** by migrating and configuring a new editing tool among all uses of editing profile pictures to allow consistency for editing media
- Led the framework migration project on **Android** to provide faster execution for iOS and Web clients

Ginger Labs (Notability)   San Francisco, CA
iOS Engineer Co-op   *Sep 2022 – Dec 2022*
- Migrated over **6000** lines of Objective C code into Swift to increase readability and developer productivity
- Designed and generated new **UI alerts** for subscribed members to enhance their purchase experience
- Maintained app and system themes, allowing members to have a rich experience navigating through the app

LinkedIn   Sunnyvale, CA
Mobile Engineer Intern   *May 2022 – Aug 2022*
- Generated Multiple **Layout** and **Unit Tests** with Espresso to ensure correctness of our profile functionality
- Implemented and Developed a new inline prompt to inform **1 million+** creators about upcoming features
- Recreated the user experience for Creator Profile, resulting in having a richer experience to influence members

Wellframe   Boston, MA
Mobile Software Engineer Co-op   *July 2021 – April 2022*
- Developed complex Animations to provide motivation and enhance responsiveness, impacting **1 million** of our users
- Refactored **25+** files of the Android codebase, removing any APIs that were deprecated and rewrote the files in **Kotlin** to promote code cleanliness
- Recreated the entire Setting Screen to allow **UI consistency** between iOS and Android users
- Designed a better user flow to encourage users to connect to Google Fit based on current status for step count

PROJECTS

PlayTogetherGo – Unity | C# | JavaScript
- Designed a **Mobile Game** for students and parents to showcase the student's musical talents
- Implemented Camera Functionality in real time to scan QR codes and collect characters

Fitness Database – React | JavaScript | HTML | CSS | Figma | Node.js | SQL
- Created a **web application** to allow users to create accounts and store and retrieve fitness info
- Designed a **database** for users to upload nutrition info, meals, and workouts done for the day

Competitive Tic-Tac-Toe – Android Studio | Java | Kotlin
- Created an **Android app** that demonstrates a competitive version of a simple game, designing it to be strategic
- Utilized an **MVVM architecture** to be more structured, beautified UI/UX with animations

INTERESTS

Guitar | Film | Lifting | Biking | Skateboarding | Climbing | Hiking | Concerts | Video Games | Music Production