

# Danny Son

**Email:** [son.d@northeastern.edu](mailto:son.d@northeastern.edu)

**Website:** <https://dannyson900.github.io/Personal-Portfolio/> | **Github:** <https://github.com/dannyson900>

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

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## 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: 3.23/4.0 | Dean's List

Expected Graduation Date: 2024

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## COMPUTER KNOWLEDGE:

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

- Familiar: 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

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## WORK EXPERIENCE:

**Incoming Software Engineer Co-op** - Ginger Labs, San Francisco, CA:

Expected: Sept 2022 - Dec 2022

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

Expected: May 2022 - August 2022

- Incoming Android Engineer working on the identity team (LinkedIn's Profile Page).

**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

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