DANIEL JAYMIN PARK

dannyjp@umich.edu • (703) 627-8684 • 2316 Yvonnes Way, Dunn Loring VA
github.com/dannyjp98 linkedin.com/in/danielpark01/

EDUCATION

University of Michigan, College of Engineering **Ann Arbor, MI**
Bachelor of Science in Computer Science Engineering; GPA: 3.98 / 4.00 *Spring 2025*
Relevant Coursework: Programming & Data Structures, Algorithms, Computational Theory, Machine Learning, Computer Architecture, Game Development, Linear Algebra, Web Systems (in progress), Database Management (in progress)

SKILLS

C/C++; C#; Python, Java, Javascript, VueJS, React.js, Flask, HTML/CSS, REST APIs; SQL; Firebase; Unreal Engine; Unity; Git

EXPERIENCE

"Ronin Trail" Video Game | ronintrailgame.com **McLean, VA**
Lead Software Engineer & Game Designer *Aug 2021 - Present*

- Lead developer of "Ronin Trail," an open-world adventure game coded in C++ on Unreal Engine 4 which has over 54,000 wishlists on Steam and is currently in the Top 500 wishlisted games
- Recipient of the Epic MegaGrant for $10,000 and featured on 80 Level and Epic Games' blog
- Ran a Kickstarter campaign during Summer 2022 which raised $45,014 from 1627 backers
- Developed key features including inventory, quest and leveling system, player controller, user interface, and enemy AI to deliver beta version to Kickstarter backers which received 95% positive feedback
- Maintains large codebase using Git version control and managed project goals with Atlassian Trello

Raytheon Technologies **Sterling, VA**
Software Engineer Intern *May 2023 - Aug 2023*

- Modernized procurement manufacturing approval software coded in C# from ASP.NET (2012) to .NET Core 7 (2023) and improved user interface with Bootstrap 5
- Wrote RESTful Web APIs for admin functionality and created dashboard for displaying various data analytics
- Implemented caching and optimized SQL relations and queries to speed up page load times of over 35,500 item procurement entries by 400%
- Expanded app functionality from 1 contract to 5 contracts modernizing a system that was previously done through physical paperwork and resulting in over 30,000 man hours a year saved across 220 employees
- Used Agile project management with regular scrum meetings to effectively meet deadlines

PROJECTS

Paranoir (Unreal Engine, C++)

- A multiplayer game about spies trying to identify each other among a crowd; Developed in C++ on Unreal Engine 4;
- 1st place winner of WolverineSoft's 2023 Mega Jam; Recipient of Most Polished Game Award;
- Led team of engineers, game designers, and artists to design, develop, and ship a polished game within 48-hours

PictoGram (Python, Javascript, ReactJS, Flask, SQL, AWS)

- Built social media application using React frontend, Flask backend, and SQL database deployed on AWS EC2 instance
- Implemented secure account system with encrypted passwords in Sqlite3 database using sha-256 cryptographic hash function
- Developed client side dynamic front end with infinite scroll, comments, and liking functionality

Fitness Buddies (Javascript, VueJS, Vite, Firebase)

- Developed match making software to help fitness enthusiasts and gym goers find other people with similar interests; Coded with VueJS and Firebase backend; Worked with a team of 4 engineers;

MiSocial (Java, SQL, OracleDB)

- Designed relational database ER diagram and implemented schema for Michigan themed social media application
- Wrote SQL queries and Java backend to query from an Oracle database of 800 users; Efficiently queried for search criteria such as top 10 users with highest mutual count, users tagged together the most, and most active users based on post history

Forum Post Classifier (Python, scikit-learn)

- Wrote program in Python to classify emotions on Reddit comments using a multi-class support vector machine
- Performed cross validation on the training dataset to fine-tune hyperparameters and select an optimal SVM model which resulted in a final performance of 96.5% accuracy
- Used feature engineering and NLP techniques such as stop-words, lemmatization, and n-grams to improve performance

ACTIVITIES

Tau Beta Pi Engineering Honor Society | CS & Math Tutor *Dec 2022-Present*
WolverineSoft Programmer & Game Designer *Dec 2021-Present*