Donghae (Donavan) Yi

donghae.d.yi@gmail.com | linkedin.com/in/donghaeyi | github.com/donghaeyi

Education

Front Range Community College **GPA: 3.77**
AS. Associate of Science *Aug. 2021 – Dec. 2022*
University of Colorado at Boulder **GPA: 3.20**
BA. Computer Science; Minor: Philosophy *Jan. 2023 – Dec. 2025*

Technical Skills

Languages: C/C++, Python, Java, JavaScript, SQL (Postgres, MySQL), NoSQL (MongoDB, CQL)
Developer Tools: Git, Replit, JupyterLab, LaTeX
Relevant Coursework: C++, Data Structures, Discrete Structures, Ethics & Information Tech, Computer Systems, Software Development, Database Systems, Object-Oriented Analysis and Design, Data Science, CyberSecurity, Algorithms, AI, Principles of Programming Languages, Applied ML.

Experience

Carpentry and Masonry Specialist Aug. 2016 – Aug. 2022
US Army Reserves *United States*

- Gained expertise in project development and execution within an engineering company, collaborating with teams ranging from two members to battalion-sized groups.
- Earned various certifications in areas ranging from carpentry and masonry, leadership skills, and operational security to anti-terrorism.

Urban Search and Rescue May 2020 – Aug. 2022
US Army *United States*

- Ensured and maintained clear and effective communication with cross-functional teams and higher command.
- Led team-sized training operations for squad-sized units, including transportation management and personnel movement, enhancing skills and readiness.
- Coordinated and executed logistical operations during training exercises for real-world readiness.

Google Developer Student Club Aug. 2023 – Present
GDSC *Boulder, CO*

- Participated in DevFest, focusing on technology and software in healthcare, and engaged with passionate industry innovators.
- Attended a virtual tech talk led by Android expert Monika Kumar Jethani to learn about Generative AI, Android apps, and Google's generative AI suite.

Side Projects

Rate My Courses | *CU Boulder Course List API, HTML, CSS, JavaScript, NodeJS, and Docker* Mar. 2024

- A full-stack application spin-off of *Rate My Professors* that implements front-end and back-end software/web development.
- Developed the user account functionality, focusing on API integration and database interactions to render the user account page.
- Enabled real-time data fetching from a PostgreSQL database, ensuring accurate display of user reviews and associated information on account and course pages.
- Successfully implemented a dynamic account page, significantly enhancing user interaction and satisfaction. This effort directly supported the project's goal to provide a user-centric platform for detailed course reviews, demonstrating high functionality and appealing design.

Performance Computer Builds

- Designed and assembled five+ custom high-performance desktop computers for everyday use and heavy processing for side projects on editing, Unreal Engine, and programming over the last five years.
- Researched computer components and got hands-on with modern hardware.
- Configured and optimized operating systems, software, and hardware, achieving top performance benchmarks for each setup. Benchmarked with MSI Afterburner, Hardware Monitor, and UserBenchmark.

Snake Game | *C++* Dec. 2022

- Text-based command line Snake. Operates entirely within the command line interface, accepting user inputs and providing text-driven outputs, including scenario updates and a dynamically generated ASCII map.
- Implements modular object-oriented programming that comprises over 2,000 lines of code.

Pong Game | *Python* Jun. 2024

- Developed a classic Pong game using the Turtle graphics library. Two players control the paddles to hit the ball back and forth. The objective is to score points by making the ball go past the opponent's paddle.
- Implemented keyboard controls, collision detection, window borders, and a scoring system.