

Donghae (Donavan) Yi

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Bilingual Computer Science student proficient in Python, Java, and C++, with hands-on experience developing full-stack applications and leveraging data science techniques. Skilled in collaborative problem-solving, eager to contribute to innovative technological solutions.

Education

University of Colorado Boulder

Jan 2023 – Dec 2025

B.A. Computer Science; Minor: Philosophy

GPA: 3.20

Front Range Community College

Aug 2021 – Dec 2022

A.S.

GPA: 3.77

Skills

Languages: Python, Java, C++/C, Scala, JavaScript, SQL (MySQL, PostgreSQL), NoSQL (MongoDB, Cassandra)

Developer Tools: VS Code, JupyterLab, ~~TeX~~ X, Git, GitHub, IntelliJ IDEA, Replit

Relevant Coursework: Software Development, Data Structures, Algorithms, Object-Oriented Analysis and Design, Database Systems, Cybersecurity, Artificial Intelligence, Applied Machine Learning, Data Science, Principles of Programming Languages, Computer Systems, Ethics and Information Technology, Discrete Structures

Extracurriculars

Google Developer Student Clubs (GDSC)

Aug 2023 – Present

Google Developer Groups

Boulder, CO

- Participated in DevFest focusing on healthcare technology, engaging with industry innovators
- Attended a tech talk by Android expert Monika Jethani on Generative AI, Android apps, and Google's AI suite

Experiences

Urban Search and Rescue

May 2020 – Aug 2022

US Army North

United States

- Communicated effectively with cross-functional teams and higher command under time-sensitive conditions
- Led training operations for squad-sized teams, managing logistics, delegation, and personnel movement

Carpentry and Masonry Specialist

Aug 2016 – Aug 2022

US Army Reserves

United States

- Executed engineering projects, collaborating in teams ranging from two members to brigade-sized units
- Earned certifications in technical rescue, basic life support, leadership, operational security, and anti-terrorism

Projects

Performance Computer Builds (UserBenchmark, Micro Center, Hardware Monitor)

Dec 2024

- Assembled, monitored, and optimized 5+ custom PCs for heavy computing and everyday use
- Researched modern hardware for up-to-date performance and to future-proof compatibility

Rate My Courses (CU Boulder API, HTML, Bootstrap, ExpressJS, Docker, GitHub)

Mar 2024

- Developed a full-stack application spin-off of *Rate My Professors* through collaboration using Agile methodology
- Implemented queries to fetch data from a database and API interactions for front-end and back-end integration

Pong Game (Python, Turtle)

Jun 2024

- Recreated classic Pong using the Turtle graphics library to draw and animate the game
- Implemented collision detection, a live scoring system, and two player keyboard controls for PVP

Snake Game (C++)

Dec 2022

- Built text-based Snake that takes keyboard inputs and outputs the game to run within the command-line interface
- Implemented object-oriented design, 200+ lines of code, and a scoring system that writes the score into a text file