

Donghae (Donavan) Yi

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Bilingual Computer Science student with a military background, passionate about continuous learning and staying ahead of emerging technologies. Aspiring software engineer proficient in Python and Java, eager to apply problem-solving and collaboration skills to develop innovative solutions.

Education

University of Colorado Boulder

B.A. Computer Science; Minor: Philosophy

Jan 2023 – Dec 2025

GPA: 3.20

Front Range Community College

A.S.

Aug 2021 – Dec 2022

GPA: 3.77

Skills

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

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

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

Extracurriculars

Google Developer Student Clubs (GDSC)

Google Developer Groups

Aug 2023 – Present

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

US Army North

May 2020 – Aug 2022

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

US Army Reserves

Aug 2016 – Aug 2022

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