Donghae (Donavan) Yi

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Education

Front Range Community College Aug. 2021 – Dec. 2022
A.S. in Science GPA: 3.77

University of Colorado Boulder Jan. 2023 – Dec. 2025
B.A. in Computer Science; Minor: Philosophy GPA: 3.20

Technical Skills

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

Experience

Carpentry and Masonry Specialist Aug. 2016 – Aug. 2022
U.S. Army Reserves, United States
- Executed engineering projects, collaborating in teams from 2-person squads to brigade-sized units
- Earned certifications in carpentry, technical rescue, basic life support, leadership, operational security, and anti-terrorism

Urban Search and Rescue May 2020 – Aug. 2022
U.S. Army, United States
- Communicated effectively with cross-functional teams and higher command under time-sensitive conditions
- Led training operations for squad-sized teams, managing logistics and personnel movement

Google Developer Student Club (GDSC) Aug. 2023 – Present
Boulder, CO
- Participated in DevFest focusing on healthcare technology, engaging with industry innovators
- Attended a virtual tech talk by Android expert Monika Kumar Jethani on Generative AI, Android apps, and Google's AI suite

Side Projects

Rate My Courses (CU Boulder API, HTML, Bootstrap, ExpressJS, Docker) Mar. 2024
- Developed a full-stack spin-off of *Rate My Professors* with front-end and back-end integration
- Implemented a dynamic account page to enhance user experience, enabling detailed course reviews

Performance Computer Builds
- Assembled and optimized 5+ custom PCs for heavy computing and everyday use
- Researched modern hardware for up-to-date performance and to future-proof compatibility; leveraged tools to monitor hardware

Snake Game (C++) Dec. 2022
- Built a text-based CLI Snake game with ASCII map output and keyboard input

Pong Game (Python) Jun. 2024
- Recreated classic Pong using the Turtle graphics library with collision detection, scoring, and keyboard controls