

Donghae (Donavan) Yi

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Education

Front Range Community College

A.S.

Aug 2021 – Dec 2022

GPA: 3.77

University of Colorado Boulder

B.A. Computer Science; Minor: Philosophy

Jan 2023 – Dec 2025

GPA: 3.20

Technical Skills

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

Developer Tools: VS Code, JupyterLab, \LaTeX , Git, 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

Experience

Carpentry and Masonry Specialist

Aug 2016 – Aug 2022

U.S. 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

Urban Search and Rescue

May 2020 – Aug 2022

U.S. 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

Google Developer Student Clubs (GDSC)

Aug 2023 – Present

Google Developer Groups at CU Boulder

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

Side Projects

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

Mar 2024

- Used the Agile methodology with a team to develop a full-stack application spin-off of *Rate My Professors*
- Implemented PostgreSQL data fetching and API interactions for front-end and back-end software engineering

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

Pong Game (Python)

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