

# Daniel Suh

USC Computer Science 2025

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## BIO

In my final year of academia, I bring a robust portfolio of projects from dynamic web applications to complex video games. With a particular strength in full-stack development, I have successfully led projects integrating advanced technologies like OpenAI and Google APIs, enhancing both the UI/UX and backend systems. With a strong commitment to ethics and representation within the software development sector.

[LinkedIn](#)

[Github](#)

## EDUCATION

University of Southern California - Computer Science, May 2025

Relevant Courses: Data Structures, Embedded Systems, Probability Theory, Algorithms/Theory of Computing, Video Game Programming, Cross-Platform App Development, Calculus III, Artificial Intelligence, Computer Systems, Building the High Tech Startup

## PROJECTS/EXPERIENCE

### Full-Stack Developer - Emotify

Technologies Used: OpenAI, Spotify API, Java, HTML5, CSS3, JavaScript, MySQL

Developed a full-scale dynamic web application, creating the entire front-end interface and significant backend functionalities. Engineered persistent cookies for user session management and led the LLM integration and prompt engineering for optimal interaction with APIs, enhancing user experience through dynamic data display. Integrated the frontend with Java Servlets, utilizing SQL stored procedures to secure and streamline login processes, prioritizing robust database consistency.

### Full-Stack Developer - Spotted

Technologies Used: Google Maps API, Java, HTML5, CSS3, JavaScript, MySQL

Designed and implemented a dynamic web application integrated with the Google Maps API to enable interactive geographic data visualization. Developed robust frontend functionalities including asynchronous AJAX communications for seamless user experiences without page reloads, and backend servlets for efficient data and file management. Optimized application performance, ensuring responsive and intuitive interfaces, and successfully deployed on Apache Tomcat.

### Game Developer - Portal, Mario Kart, Pac-Man, Zelda

Technologies Used: C++, SDL

Built games in 2/3D with C++ including Pac-Man, Zelda, Mario Kart, and Portal using SDL libraries. Key features of these games include Ghost dynamic AI pathing, soldier A-Star pathing, camera and kart physics, and realistic Portal gameplay. These projects have the full functionality of the original games and can repeat play cycles without interruption.

## INVOLVEMENT

### CovidHacks - Frontend, Outreach, Leadership

Garnered 110+ international participants and \$9,400 in prizes for the hackathon. Led development for our website, sponsorship outreach, and social media management. Implemented a lottery system for the live award ceremony.

### USC DEN - Network/Technology Operator

Adeptly managed live broadcast operations for our top-ranked hybrid graduate engineering program, ensuring seamless educational experiences for distance learners through technical proficiency and vigilant oversight.

## SKILLS

Hard Skills: Advanced in C/C++, Java, AutoCAD, HTML, CSS, JS. Intermediate in, Python, Flutter, Dart, SDL, and x86-64 Assembly. Experience with Git, Shell, AJAX, MySQL, MS Suite, and Photoshop.

Soft Skills: Attention to detail, problem-solving, adaptability, creative thinking, professional writing, and learning new technologies.

Languages: English, Korean, French.