

DANIEL YOO

2315 CHURCHILL DRIVE, 48103 — ANN ARBOR, MI

yoodan@umich.edu

734-883-2415

U.S. Citizen

EDUCATION

University of Michigan - School of Engineering

Ann Arbor, MI (2017 - 2020)

- Bachelor of Science in Computer Science
- Expected Graduation Date: April 2020

Eastern Michigan University

Ypsilanti, MI (2016 - 2017)

WORK EXPERIENCE

Trinity Health

TIS Contingent Technical

Livonia, MI (May. 2018 - Present)

- Working full-stack on a 5-person team for a website that gives hospitals patient information, using EmberJS and the Spring Tool Suite.
- Currently updating a data model and full-stack for a standardized Medicare data importing service using AngularJS and Flask on a 3-person team.
- Updated front-end for web application that held all business vocabulary used within Trinity. Fixed incorrect text parsing as well as making the user interface more clear and concise using AngularJS for front-end and NodeJS as the back-end.

Sumitomo Electric Wiring Systems

Software Engineer Intern

Farmington Hills, MI (Mar. 2017 - Aug. 2017)

- Worked on embedded software for motor vehicles and automation testing.
- Responsible for testing and debugging C code and modeling data requirements for development, verification, and validation processes using Reqtify.
- Made official documentation and organized data for company in-house programs and set-ups using Excel.

Stick Enterprises LLC

Independent Contractor

Ann Arbor, MI (August 2017 - Present)

- Scrum Team Member for "LaserFox", a mobile video game for iOS and Android.
- Coded in C# using Unity3D. Implemented both Chartboost and AdMob ads, redesigned all 50 levels and added new features such as an in-game shop.
- Designed animations for characters and enemies.

PERSONAL PROJECTS

IM Web Application

(Apr. 2018 - Present)

- Creator of an instant messaging web application working full-stack on a 3-person team.
- Developed using the LAMP stack and Bootstrap.

iOS Mobile Application

(Apr. 2017 - Sept. 2017)

- Created a 2D adventure game for iOS using Swift in a team of 4 other developers with the XCode IDE.
- Constructed the user interface for the story designing features such as moving text, gesture-based navigation and more.

SKILLS

Programming Languages C/C++, C#, SQL, HTML/CSS, Javascript, Java, Python, Swift

Technology Linux, Excel, MySQL, JSFrameworks, LaTeX, Visual Studio, Git

Interests Game Design, Music Performance, Magic Performance