

DANIEL CHOI

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EDUCATION

University of Virginia

School of Engineering and Applied Science
Masters in Computer Science
Cumulative GPA: 3.823
College of Arts and Science
B.A. in Computer Science 2019
Cumulative GPA: 3.774
Major GPA: 4.0

RELEVANT COURSWORK

Vision and Language
Design and Analysis of Algorithms
Computer Architecture and Design
Data Mining
Deep Learning for Visual Recognition
Machine Learning
Advanced Embedded Systems
Software Security
Software Engineering for Robotics
Computer Graphics
Mobile Application Development
Computer Vision
Computer Game Design
Defense Against the Dark Arts
Information Retrieval
Computer Networks
PL for Web Applications
Algorithms
Theory of Computation
Digital Logic Design
Program and Data Representation
Software Development Methods
Discrete Mathematics

SKILLS

Programming

Java	HTML/CSS
AWS	Javascript
- S3, IAM, Athena	LaTeX
Python	C
- NumPy, Pytorch	Android
- ROS	x86_64
C++	Angular
Ruby on Rails	

Spoken Language

Korean
English

PROFESSIONAL EXPERIENCE

University of Virginia [Charlottesville, VA | Aug 2016 – May 2020]

Teacher Assistant (CS1112, ECE2330, CS3330)

Worked as a teacher assistant for ECE2330 (Digital Logic Design), CS1112 (Introduction to Programming) and CS3330 (Computer Architecture) with high understanding of topics: sequential network design, instruction set architecture and hardware implementation of the memory system and virtual memory.

Amazon [Seattle, WA | Jun 2019 – Aug 2019]

SDE Summer Internship (AWS Elastic Map Reduce)

Implemented an automated service to replace a manual workflow in dealing with Trouble Tickets. The tool relieved the task of engineers responsible for the tickets, and is open to future expansion for various issues that may create a ticket.

Amazon [Seattle, WA | May 2018 – Aug 2018]

SDE Summer Internship (AWS Identity and Access Management)

Automated the policy scan process that originally required several days to a week of work by an engineer by developing an automated IAM Policy Scan tool that implements AWS services such as Amazon Athena and S3 into a Ruby on Rails website.

Fasoo [Seoul, Korea | Jun 2016 – Jul 2016]

Summer Intern (Sparrow Team)

Participated in the development of a custom Web Crawler that identifies websites containing vulnerability related source codes. The crawler would take input of an xml file from the CVE (Common Vulnerabilities and Exposures) website, as the database, and categorize the websites by vulnerability type.

PERSONAL PROJECTS

Money Tracker [Summer 2020]

Built an ap on android using the Flutter Framework for managing Money. The app is available in the [app store](#)

Interval Timer [Summer 2020]

Built an app using Electron that can be used as a Podoromo Timer

System for Context-Relevant Term Search [Sep 2017 – Dec 2017]

Researched and Built a system for context-relevant term search for a project in the Information Retrieval Course implementing the Jelinek-Mercer smoothed Language Model with the Lucene Library.

Wilderness [Sep 2016 – Dec 2016]

Participated in the Development of the game "Wilderness" in the Student Game Development club, developing the script parser for the game.

LEADERSHIP & ACCOMPLISHMENT

KSEA Central Virginia YG Chapter – President

President of the YG Chapter of KSEA in UVA.

ACM at UVA – Member

School representative in the regional round for ACM ICPC 2016

Student Game Developers at UVA – Member