

DANIEL CHOI

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EDUCATION

University of Virginia

College of Arts and Science

B.A. in Computer Science

Cumulative GPA: 3.774

Major GPA: 4.0

Thomas Jefferson HS for Sci and Tech

RELEVANT COURSWORK

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
Computer Architecture
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	Java Servlet
Python	JSP
NumPy, Pytorch	LaTeX
ROS	SQL
C++	Android
Ruby on Rails	x86_64
C	

Spoken Language

Korean
English

PROFESSIONAL EXPERIENCE

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

SDE Summer Internship (AWS Elastic Map Reduce)

[In progress]

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.

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

Teacher Assistant (CS1112, ECE2330, CS3330)

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

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

System for Context-Relevant Term Search

[Charlottesville, VA | September 2017 – December 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 at the Student Game Development Club

[Charlottesville, VA | September 2016 – December 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

Organized and Lead community events such as networking events and social gatherings in the YG Chapter of Korean-American Scientist and Engineers Association in University of Virginia.

ACM at UVA – Member

Participated as a school representative in the regional round for ACM international Collegiate Programming Contest 2016

Student Game Developers at UVA – Member