linkedin.com/in/binoy-d   github.com/binoy-d

Daniel Binoy
Software Engineer with proven full stack web development experience
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Skills

Software Development

Proficient:	Python, React.js, TypeScript Redux Toolkit, HTML/CSS/JS, Elastic, Java, C/C++, Processing
Familiar:	NodeJS, Express, SQL, Ionic, C#, MongoDB, Selenium, GraphQL, jQuery, GTest, Unity, Bash
Other	Git/Github, AWS Lambda, Docker, Agile, Linux, UI/UX Design, Figma, Virtual Machines

Experience

Software Engineer 1 (Full Stack) | *Badger Meter*   **Jan 2022 – Present**
- Working with **React, Redux Toolkit, Python, AWS, ElasticSearch, Ant Design** on Data Exchange team
- Implemented imports page with file upload, filtering/sorting, debounced search, etc for BEACON product
- Streamlined backend by **reducing number of documents** stored per import in statistics index by **50%**
- Wrote performant script capable of merging **107k+** ES documents

Software Engineering Intern | *Badger Meter*   **Jan 2021 – Sep 2021**
- Authored **ElasticSearch** queries, created software features, and fixed bugs from **JIRA tickets**
- Handled large scale project migrating logging system from **AWS** to **Elastic Cloud** using **Cloudwatch/Lambda**
- Added additional search and sort options, and fixed user account creation issues in BEACON product

ICSSC Project Lead | *UCI ICS Student Council*   **Nov 2020 – Dec 2021**
- Migrated Zotistics website from **Flask** to **React,** averaging **2.5k users** & **30k page views** per month
- Integrated with ICSSC PeterPortal Public API and migrated **Express/Node.js** backend to **GraphQL**
- Pitched, designed, and implemented features such as **multi-search** and GET request support
- Started as member, promoted to Project Lead for Zotistics

Computer Science Instructor | *KTBYTE*   **Apr 2020 – Jan 2022**
- Taught various computer science concepts for KTBYTE in **Processing** and **Java** to **100+** students
- Communicated with operations staff on optimizing problem sets to emphasize learning and retention

Web Development/UX Intern | *Curicular*   **Sep 2020 – Dec 2020**
- Managed Curicular's website interface, pitching and implementing user-friendly site features
- Streamlined website structure, resulting in **4x faster load times** and **positive user feedback**

Education

University of California, Irvine   **Sep 2019 – Dec 2021**
   BS, Computer Science

Relevant Projects

3D Object Reconstruction   *binoy-d.github.io/object-reconstruction*
- Processed structured light scanning data to create accurate 3D reconstruction with **python** and **numpy**
- Handled camera calibration, Delaunay triangulation, mesh smoothing, Poisson reconstruction
- Used **Meshlab** to assemble partial 3d point clouds and **Blender** for post processing

UCI Web Search Engine   *Private Github(email for access)*
- Wrote **search engine** from ground up in **Python** capable of handling **tens of thousands of documents**
- Runs under harsh operational constraints with query response time **under 300ms**
- Consists of web crawler, indexer, database, and command line interface

Portfolio Website   *binoy.co*
- Created a **responsive** personal portfolio website, featuring projects and more about me
- Used **React**, **Bootstrap, HTML**, **JavaScript**, and **CSS** for dynamic content through custom components
- Features visually consistent interface, light/dark mode, and smooth animations, as improvements from old site

Certifications

LinkedIn   Python For Automation, React.js, Python Assessment, Java Assessment