

# DANIEL CHOI

ANDROID SOFTWARE ENGINEER

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## SKILLS

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ANDROID DEVELOPMENT	Android SDK ▪ Java ▪ Kotlin ▪ Espresso ▪ JUnit ▪ AssertJ ▪ MVP ▪ RxJava
WEB DEVELOPMENT	JavaScript ▪ TypeScript ▪ React ▪ jQuery ▪ HTML ▪ CSS ▪ Ruby on Rails
TOOLS & PLATFORMS	SQL ▪ Git ▪ Bash ▪ JIRA ▪ REST ▪ Agile/Scrum ▪ Photoshop ▪ CompTIA A+

## EXPERIENCE

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<b>TOAST</b>	<b>BOSTON, MA</b>
<i>Software Engineer</i>	Oct 2017 – Present

- Implemented MVP architecture and command objects to improve reliability and testability of mobile check-splitting UI; replaced 60+ min of end-to-end tests with <10 sec of JUnit coverage
- Developed functionality to allow permissioned users to select multiple checks and perform bulk edit actions, fulfilling feature request with over \$500k in associated annual recurring revenue
- Investigated and overhauled buggy component for displaying kitchen item counts for high-profile customer identified as churn risk; coordinated patch rollout to 5 locations at accelerated pace
- Write and review code in Java, Kotlin, and Groovy to build features and fix bugs on Android POS application, Play Framework backend/web app, and Selenium-based end-to-end testing suite

<b>NYU LANGONE MEDICAL CENTER</b>	<b>NEW YORK, NY</b>
<i>Research Assistant</i>	Oct 2014 – Aug 2016

- Developed, executed, and transcribed protocols for rat surgery and calcium imaging experiments on prospective chronic pain treatments; published as second author in Neuroscience (Jul 2018)
- Authored Excel VBA, AutoHotkey, and batch scripts to automate repetitive data analysis tasks, eliminating 100+ hours of manual processing work; acknowledged in Molecular Pain (May 2016)
- Standardized clinical data on Alzheimer's Disease patients using vertical lookups and conditional logic to examine cognitive effects of NSAID use; published as second author in SJPAIN (Nov 2017)

## EDUCATION

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<b>CORNELL UNIVERSITY, ARTS &amp; SCIENCES</b>	<b>ITHACA, NY</b>
<i>Bachelor of Arts, Biological Sciences</i>	Aug 2010 – May 2014

- Concentration: Computational Biology

## PROJECTS

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<b>CITYSOUNDS</b>	<b><u>LIVE</u> ▪ <u>GITHUB</u></b>
<i>React/Rails REST API-based application for playing ambient city soundscapes around the world</i>	

- Provides CRUD interface for uploading, editing, and tagging user-generated tracks and albums
- Utilizes Amazon S3 cloud storage to serve audio files, album artwork, and user avatars via HTTPS
- Dispatches centralized Redux actions to seamlessly manage audio playback between views

<b>ATARI TEMPEST LITE</b>	<b><u>LIVE</u> ▪ <u>GITHUB</u></b>
<i>Browser game powered by vanilla JavaScript and inspired by the classic 1981 arcade shooter</i>	

- Leverages OOP and trigonometry to project HTML5 Canvas vectors onto three-dimensional tube