

DANIEL CHOI

ANDROID SOFTWARE ENGINEER

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SKILLS

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

TOAST	BOSTON, MA
<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; fulfilled 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

NYU LANGONE MEDICAL CENTER	NEW YORK, NY
<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)
- Pre-processed 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

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

- Concentration: Computational Biology

PROJECTS

CITYSOUNDS	<u>LIVE</u> • <u>GITHUB</u>
<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

ATARI TEMPEST LITE	<u>LIVE</u> • <u>GITHUB</u>
<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