

Daniel Yi

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EDUCATION

University of Maryland

College Park, MD

B.S. in Computer Science | Honors College

Dec 2023

Dean's List: 3 Semesters | GPA: 3.51/4.0

Relevant Coursework: Data Structures, Algorithms, Web Development, Human-Computer Interaction, Computer Networks, Computer Vision, Data Science

WORK EXPERIENCE

Leidos

Bethesda, MD

Software Developer

Jan 2024 - Present

- Delivered sound wave propagation simulations for Navy maritime applications, optimizing performance within a complex system-of-systems environment with mostly legacy code.
- Modernized a web-based **Kubernetes** cluster management tool using **React**, enhancing responsiveness and enabling code reusability with **functional components and hooks**.
- Enhanced user experience by implementing dynamic UI features, such as a real-time loading indicator for asynchronous HTTP requests.
- Diagnosed and resolved memory leaks and security vulnerabilities in **C++** code, reducing system crashes and improving resource utilization.
- Automated CI/CD pipelines using **GitLab CI/CD**, accelerating delivery cycles, mitigating vulnerabilities, and improving code reliability.

Element Solutions

Washington, DC

Software Engineering Intern

Sep 2022 - Apr 2023

- Researched and implemented strategies for formatting healthcare data according to the FHIR (Fast Healthcare Interoperability Resources) standard, improving data interoperability within healthcare systems.
- Optimized **AWS EC2** instance utilization by scheduling **cron jobs**, increasing server efficiency by 50% and significantly reducing operational costs.
- Developed internal AWS tutorials for onboarding new interns, improving resource accessibility and reducing training time.

PROJECTS

Personal Website

Mar 2023 - Present

danielsyi.com

- Designed and developed a responsive landing page to showcase projects and blog posts.
- Implemented dynamic content display using vanilla **JavaScript** and **CSS**, improving user interaction without relying on heavy frameworks and optimizing for both desktop and mobile devices.
- Utilized **Astro** for efficient templating and page routing, removing redundant code, reducing build times, and improving overall site performance. Deployed on render.com for free and easily deployable **Static Site Generation (SSG)**.

Soccer Leagues

May 2023

- Collaborated in a 2-person team to design and develop a web application for checking real-time soccer team standings across 1,000+ leagues in 150 countries.
- Built **RESTful APIs** using **Express.js** to handle routing and seamlessly integrate with the **API-FOOTBALL** service for up-to-date match data. Integration testing for APIs was done using **Postman**.
- Implemented user authentication and data persistence with **MongoDB**, enabling users to create accounts, log in securely, and personalize their experience by following favorite leagues.

SKILLS

Languages: Java, C, C++, Python, JavaScript, TypeScript, Ruby, Rust, OCaml, R, MATLAB, HTML, CSS

Frameworks/Libraries: React, Node.js, Express.js, Astro, Tailwind CSS, ZeroMQ, PyTorch, OpenCV, Pandas, NumPy

Tools & Technologies: Git, VS Code, Vim, Bash, Docker, Kubernetes, Postman, GitLab CI/CD, AWS, Wireshark

Databases: MongoDB, SQLite