

# Dan Lichtin

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## Education

**York University**, Toronto, Canada

Sept 2023 - Expected Dec 2027

*Honours Bachelor of Science in Computer Science*

Major GPA: 3.7 / 4.0

Relevant Coursework: Data Structures, Advanced OOP, Computer Organization, Software Tools

## Experience

**Ontario Public Service (CYSSC)** - *Software Engineer (Co-op)*

Sept 2025 – Present

Toronto (Hybrid)

- Build and maintain full-stack Streamlit applications with Python and MongoDB, delivering features end-to-end (design → implementation → testing → release).
- Work in bi-weekly Scrum sprints; contributed to 20+ user stories and closed 15+ tickets with 90% sprint goal attainment.
- Refactored backend modules and optimized database queries, improving data retrieval times by 25% on key workflows.
- Created reusable Streamlit components/templates to speed up feature delivery and keep UIs consistent across projects.

**The NEST Project** - *Web Developer*

May 2025 - Present

Remote

- Maintained and customized a WordPress site serving over 5,000 monthly visitors, ensuring responsive layout and accessibility for a non-technical team.
- Configured themes, plugins, and HTML/CSS components to implement new design and functionality without custom JavaScript access.
- Advised on sustainable handoff strategies, enabling long-term content management and editing by non-developers.

**Boathouse** - *Retail Sales Associate*

June 2024 - August 2025

Vaughan

- Managed inventory and POS systems using outdated retail software, ensuring stock accuracy and adapting to technical limitations in a fast-paced environment.

## Projects

**Cloud Storage Application** - *Software Developer*

2025

Project Link

- Developed a full-stack cloud storage app with authentication and file uploading.
- Integrated SingleStore with Drizzle ORM for schema management and queries.
- Built the frontend in React/TypeScript, ensuring an intuitive UX.
- Implemented secure session management and version control with Git.

**2D Platform Shooter** - *Game Developer*

2023

Project Link

- Developed a 2D platform shooter using C# with the Microsoft XNA framework (including Graphics, Sound, Input, and Media components) for game development.
- Incorporated file I/O for reading and saving game components (stats, upgrades, tilesets, etc.).
- Designed and implemented optimized data structures, including stacks, queues, and binary trees, to enhance gameplay mechanics and performance.
- Developed as a semester-long project, involving extensive development cycles, refinement, and playtesting, resulting in a polished and well-structured final product.

## Skills

**Programming Languages:** C, C#, Java, Python, Java(Type)Script, HTML/CSS, ASM, Bash

**Frameworks:** React, Expo, Monogame, Microsoft XNA

**Tools:** Eclipse, VS Code, GitHub, Git, Vercel, Netlify, Clerk, Unix, Drizzle ORM, Singlestore

**Skills:** Math, problem-solving, communication, time management, bilingual