

# Dan Lichtin

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## Education

<b>York University</b> , Toronto, Canada <i>Honours Bachelor of Science in Computer Science</i> Major GPA: 3.7 / 4.0	Sept 2023 - Expected Dec 2027
Relevant Coursework: Data Structures, Advanced OOP, Computer Organization, Software Tools	

## Experience

<b>Ontario Public Service (CYSSC)</b> - <i>Software Engineer (Co-op)</i> Toronto (Hybrid)	Sept 2025 – Present
<ul style="list-style-type: none"><li>Build and maintain full-stack Streamlit applications with Python and MongoDB, delivering features end-to-end (design → implementation → testing → release).</li><li>Work in bi-weekly Scrum sprints; contributed to 20+ user stories and closed 15+ tickets with 90% sprint goal attainment.</li><li>Refactored backend modules and optimized database queries, improving data retrieval times by 25% on key workflows.</li><li>Created reusable Streamlit components/templates to speed up feature delivery and keep UIs consistent across projects.</li></ul>	
<b>The NEST Project</b> - <i>Web Developer</i> Remote	May 2025 - Present
<ul style="list-style-type: none"><li>Maintained and customized a WordPress site serving over 5,000 monthly visitors, ensuring responsive layout and accessibility for a non-technical team.</li><li>Configured themes, plugins, and HTML/CSS components to implement new design and functionality without custom JavaScript access.</li><li>Advised on sustainable handoff strategies, enabling long-term content management and editing by non-developers.</li></ul>	
<b>Boathouse</b> - <i>Retail Sales Associate</i> Vaughan	June 2024 - August 2025
<ul style="list-style-type: none"><li>Managed inventory and POS systems using outdated retail software, ensuring stock accuracy and adapting to technical limitations in a fast-paced environment.</li></ul>	

## Projects

<b>Cloud Storage Application</b> - <i>Software Developer</i> Project Link	2025
<ul style="list-style-type: none"><li>Developed a full-stack cloud storage app with authentication and file uploading.</li><li>Integrated SingleStore with Drizzle ORM for schema management and queries.</li><li>Built the frontend in React/TypeScript, ensuring an intuitive UX.</li><li>Implemented secure session management and version control with Git.</li></ul>	
<b>2D Platform Shooter</b> - <i>Game Developer</i> Project Link	2023
<ul style="list-style-type: none"><li>Developed a 2D platform shooter using C# with the Microsoft XNA framework (including Graphics, Sound, Input, and Media components) for game development.</li><li>Incorporated file I/O for reading and saving game components (stats, upgrades, tilesets, etc.).</li><li>Designed and implemented optimized data structures, including stacks, queues, and binary trees, to enhance gameplay mechanics and performance.</li><li>Developed as a semester-long project, involving extensive development cycles, refinement, and playtesting, resulting in a polished and well-structured final product.</li></ul>	

## 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