

DANIEL PENG

Computer Science Student

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PROJECTS

I'M NAPPING

AUG 2018

- **Android** SMS app that automatically responds to incoming SMS messages during a set time period, with support for custom messages by number
- Built in **Android Studio** with **Kotlin** while integrating MVP app architecture
- Utilize SharedPreferences interface to store and persist user settings
- Custom vector assets created using **Adobe Illustrator** to support app design and Google Play listing

BLACK WEATHER

DEC 2017

- Weather app built in **Android Studio** in **Java** using MVC design pattern
- Accessed Dark Sky API with asynchronous processing to get accurate weather reports in JSON format
- Applied Google Play Services API to get current user location utilizing GPS
- Employed ButterKnife third-party library to bind Android views

BMO MYAPP

DEC 2016

- Redesigned BMO's **Android** app to prototype potential new features for a business proposal
- Applied NFC Transfer API for full NFC data transfer capabilities
- Employed Android fragments and layouts to design modern list-based UI

EXPERIENCE

MOBILE APPLICATIONS DEVELOPER | FULL-TIME

May 2018 - Aug 2018

TD Bank Group

- Worked in a cross-platform, agile team to develop a workspace IoT app that allows employees to perform scheduling and booking tasks
- Integrated **Firestore** Realtime Database using MVVM architecture, allowing the service layer to be swappable with alternative service providers
- Utilized latest **Android** architecture components like Data Binding, LiveData, and ViewModels to manage UI component data and lifecycles
- Contributed to UI design, discussion, and prototyping with **Adobe XD**

OFFICE ASSISTANT | FULL-TIME

Jul 2017 - Aug 2017

Ontario Ministry of Health and Long-Term Care

- Wrote and edited manuals for use of departmental Microsoft Access databases, reducing training time for new and existing employees
- Conducted audits of client claims history by finding data and analyzing in Excel to find trends
- Utilized project management structure to improve efficiency and consistency of deliverables throughout projects

SKILLS

Languages:

Java, C, C++, Kotlin, Racket, XML, Bash, ActionScript3,

Technologies:

Android Studio, Git, IntelliJ, Eclipse, Adobe Photoshop, Adobe Illustrator

EDUCATION

UNIVERSITY OF WATERLOO

Candidate for Bachelor of Computer Science

2017 - Present

AWARDS

President's Scholarship of Distinction 2017
\$4,000 value

Faculty of Mathematics Scholarship 2017
\$5,000 value

Euclid School Champion 2017
Earned highest mark out of ~40 competitors

INTERESTS

Running

Casual long distance runner

Android

ROM flashing, custom theme creation, and phone news

Mechanical Pencils and Keyboards

Hobby collector

YouTube

Content creator with 800+ subscribers & 5 million video views