

DANIEL THAM

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SUMMARY

Data and AI-focused software developer specializing in Python, full-stack web development, and machine learning to build scalable applications and high-impact educational technology solutions.

SKILLS

Languages & Frameworks: Python, JavaScript, HTML/CSS, SQL, REST APIs, Node.js, React, Next.js, Django

AI, Data & Systems: Machine Learning, NLP, Scikit-learn, LangChain, Vector Databases, PostgreSQL, Supabase, AWS, Docker

WORK EXPERIENCE

CLOVERDALE ROBOTICS LEARNING

Surrey, BC

Curriculum Manager

Oct 2024 – Present

- Delivered and created Python, Scratch, and Micro: bit curricula to 25+ schools, as measured by successful adoption across all partner institutions, by authoring comprehensive student handbooks and lesson plans.
- Increased student engagement and learning outcomes for classes of 12–20 learners, as measured by individualized progress tracking, by crafting tailored learning plans, and by fostering a positive, safe classroom environment.
- Managed full-day programming summer camps for students aged 6–12, as measured by successful completion of multi-day projects, by implementing age-appropriate coding activities and structured schedules.

OPTIMIL MACHINERY INC.

Delta, BC

Software Developer

Jan 2024 – Apr 2024

- Increased operational efficiency for 200 employees by eliminating manual timecards through a Python-based web application integrated with an SQL database and barcode scanner system.
- Delivered features on schedule and drove strong stakeholder adoption by collaborating with IT, conducting on-site demos, and providing hands-on training during rollout.

PROJECTS

EPIC SEVEN REAL TIME ARENA DRAFT ASSISTANT

Dec 2025 - Present

- Engineered a machine learning draft prediction system, achieving win-rate analysis across 372+ heroes and 5-pick draft sequences by implementing logistic regression with label encoding, standardized scaling, and training on 10,000+ historical match records using Python scikit-learn
- Developed a full-stack web application delivering real-time hero recommendations and win predictions with sub-second response times to optimize competitive draft strategy through Flask REST APIs, asynchronous AJAX requests, and dynamic JavaScript UI with 10+ interactive features, including intelligent ban management and Select2 integration

QUIZNOTES

Dec 2025 - Present

- Architected and deployed a full-stack gamified music theory learning platform serving students and educators with 10+ interactive quiz types and real-time progress tracking, utilizing Next.js, React, Supabase (PostgreSQL), and Stripe APIs to deliver a mobile-responsive application with role-based access control and subscription management.
- Engineered a comprehensive teacher portal enabling class management for 100+ concurrent students with custom quiz creation, assignment distribution, and automated grading workflows, implementing RESTful APIs, Row-Level Security policies, and VexFlow music notation rendering to provide educators with professional-grade assessment tools..
- Designed and integrated a monetization system processing subscription payments across 3 pricing tiers (student premium, teacher monthly/yearly) with automated role upgrades and access control, leveraging Stripe webhooks, secure webhook signature verification, and database transactions to ensure reliable payment processing and prevent unauthorized access.

EDUCATION

Simon Fraser University

Bachelor of Science, Major in Computer Science; Concentration in Information Systems

Burnaby, BC

Jun 2024