Danison N

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Education

University of Sydney — Sydney, NSW
Bachelor of Computer Science and Physics — *Jul. 2023 – May 2026*

Experience

Software Engineer (Systems/Web) — Mar 2025 – Jun 2025
Zerimar — *Windsor, NSW*

- Built a **React** + **FastAPI** chatbot for real-time subcontractor geolocation tracking and internal API job queries, reducing admin overhead by 40%.
- Automated technician sync with **Zapier** + **Google Sheets API**, improving appointment compliance.

Student Researcher (Machine Learning) — Nov 2024 – Feb 2025
National Taiwan University — *Taipei, Taiwan*

- Optimized fluid analysis model using **PyTorch** + **CUDA**, increasing detection accuracy by 20%.
- Improved leopard cat detection with **YOLO** and **Label Studio**, enhancing classification accuracy and supporting Edge AI deployment. (NVIDIA Blog)
- Deployed **CI/CD** with GitHub Actions and **Docker**, enabling automated model testing and validation.

Software Engineer (Automation/API) — Nov 2023 – Dec 2024
AiWorkFlo — *Sydney, NSW (Hybrid)*

- Developed efficient workflows using **JavaScript, Node.js**, and **Selenium** for automation, enabling automated marketing messages and social media scheduling. Integrated **BeautifulSoup4** for web scraping.
- Developed a **multi-lingual LLM** integrated with a client CRM using **LangChain and OpenAI API**, enabling automated appointment management/querying. Implemented a RESTful API and managed data flow with **PostgreSQL**.
- Developed a RESTful API using **Flask** that integrates with Plato (a popular clinic management software) with any CRM software for lead management/marketing, increasing impressions by 30%.

Physics Tutor — Dec 2023 – May 2024
Self-employed — *Sydney, NSW (Remote)*

- Consult with parents to offer guidance and support for their child's academic progress.
- Adapt teaching strategies to meet individual student needs and facilitate a comprehensive understanding of the subject.

Projects

Food Recommender System | *Python, Scikit Learn* — Jul 2024 – Aug 2024

- System trained on food ratings, recommending items based on **collaborative filtering/matrix factorization**.

Tanks Game | *Java, Gradle, JUnit* — Nov 2024 – Dec 2024

- Developed a tank game featuring multiple levels and power-up selection, using Java for game logic and **Gradle** for build automation.
- Implemented unit and integration testing with **JUnit**, ensuring mechanics, collision detection, and power-up effects function correctly.

Technical Skills

Languages: Python, Java, JavaScript/HTML/CSS, R, C, C++, SQL

Libraries/Frameworks: Node.js, Express.js, React, Spring, Flask, Django

Tools: Git, Docker, AWS (RDS, S3, EC2), Gradle, Jira, JWT, Maven, CI/CD