

Danison N

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EDUCATION

University of Sydney

Bachelor of Computer Science and Data Science (Physics)

Jul. 2023 – Jan 2026

Sydney, NSW

EXPERIENCE

Software Engineer (Automation/API)

AiWorkFlo

Nov 2023 – Aug 2025

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%.

Software Engineer (Systems/Web)

Zerimar

Mar 2025 – Aug 2025

Windsor, NSW

- Built a **React + FastAPI** chatbot for real-time subcontractor geolocation tracking and internal API job queries, reducing admin overhead by 40%.
- Built an automated technician sync pipeline using **Zapier Webhooks** and **MongoDB** to enhance appointment compliance and data consistency.

Student Researcher (Machine Learning)

National Taiwan University

Nov 2024 – Feb 2025

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.

PROJECTS

Overwatch Ledger | *AWS, Solidity, Ethereum*

Jul 2025 – Ongoing

- Developed a backend microservice in **Python** using **AWS Lambda**, **S3**, and **API Gateway** to extract, hash, and validate invoice data (e.g., unit price, quantity) against original purchase orders.
- Implemented immutable audit logging by storing document hashes on **Ethereum** via **Solidity smart contracts** and **Web3.py**, enabling fraud detection through hash mismatch checks.

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, C/C++, SQL, R, JavaScript

Frameworks/Tools: Flask, Django, Spring Boot, Express.js, Docker, GitHub Actions, CI/CD, Nginx, Terraform

Cloud/Infra: AWS (EC2, S3, RDS, Lambda, IAM, CloudWatch), PostgreSQL, MongoDB, Redis, RabbitMQ

Blockchain: Solidity, Web3.js, Hardhat, Ethereum