Daniel Phang

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# Education

## Lehigh University Bethlehem, PA

*M.S. Computer Science* (**GPA:** 3.96/4.00) *August 2013 – May 2014*

*B.S. Computer Engineering (Minor in Economics)* (**GPA:** 3.77/4.00) *August 2009 – May 2013*

# Experience

## Microsoft Redmond, WA

*Software Engineer II April 2019 – Present*

Analyzed performance data and optimized legacy backend code for SharePoint Classic Publishing sites, improving query caching and CPU-heavy operations such as HTML rewriting.

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Designed and implemented quality-of-service dashboards and performance frameworks to dynamically de- tect performance issues across 400+ top companies.

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Improved data processing scripts that analyze daily site performance data for 1000+ companies, perfor- mance incidents, and engineering system health.

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## Amazon.com Seattle, WA

*Software Development Engineer II October 2016 – January 2019*

Designed and implemented ordering and accounting workhows to launch Prime Wardrobe US/UK/JP, a try-before-you-buy program for clothing, jewelry, and shoes.

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Reduced the US Prime Wardrobe non-payment rate significantly by implementing additional validations based on customer behavior patterns.

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Optimized Prime Wardrobe’s Redshift cluster by intelligently distributing workloads, reducing peak CPU usage from 95% to 50% and peak disk usage from 90% to 60%.

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Migrated Prime Wardrobe’s accounting backend to a next-generation plugin-based service, allowing for easy future integration with other retail programs.

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*Software Development Engineer I June 2014 – October 2016*

Implemented critical detail page and globalized item publishing features to help launch the *Rest of World*

*•*

project, which enabled customers from 200+ countries to purchase digital software and video games. Designed and implemented an automated accounting solution for the Digital Software & Video Games business, reducing the work required in monthly accounting close from 10+ hours to 2 hours.

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Created an internal Django website for vendor managers to manage pricing, blacklisting, and inventory for software and video games, reducing monthly operational time spent from 20+ hours to 10 hours.

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## Crunchyroll San Francisco, CA

*Engineering Intern June 2013 – August 2013*

Developed a new version of Crunchyroll’s application for the Roku platform.

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Worked with a designer to revamp the application’s user interface, improved HD video playback, and im- plemented a multilingual translations framework.

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# Skills

**Languages:** C#, HTML/CSS, Java, JavaScript, LATEX, Python, SQL

**Software:** Atlassian (Bitbucket, Jira, Conhuence), AWS (DynamoDB, EC2, Lambda, RDS, Redshift, S3, SQS),

Microsoft (Azure DevOps, Visual Studio), DigitalOcean, Django, Heroku, IntelliJ IDEA, Selenium