

DANIEL KANG

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EDUCATION

Dalhousie University

Bachelor of Computer Science (GPA: 3.9 / 4.3)

Halifax, NS

Sep 2020 – May 2024

EXPERIENCE

Software Development Engineer Intern

May 2023 – Aug 2023

Amazon - AWS Identity Center

Toronto, ON

- Led an AWS production project focused on secure authorization and authentication of key customers at Amazon.
- Designed a highly efficient system flow decreasing latency by 70% and cost per API invocation by 2000%.
- Automated robust CI/CD by building custom pipelines to unit, load, and integration test the code with 100% coverage.
- Engineered a high-standard software with regionalized efficiency and 99.9999% availability with complete security.
- Presented the project to the wider organization to gather key customers, boosting dependency engagement by 150%.

Software Engineering Intern

May 2022 – Dec 2022

Department of National Defence Canada

Halifax, NS

- Led the development of an API allowlisting data in MAC auth systems to secure student development platforms.
- Modernized a full stack application used to authenticate incoming packets with loads up to 120 packets per minute.
- Led the engineering of an artificial intelligence network firewall using Python and Scikit to flag malicious packets.
- Displayed ownership of the applications by documenting the high-level and low-level design document for the future.

Junior Full-stack Web Developer

Jun 2021 – Sep 2021

Qualiti7

Montréal, QC and Remote

- Built 20+ pages of front-end wireframes in production, allowing users to interact with a modern and simplified UI.
- Deployed production code of the current modernized website using PHP and SQL to handle user transactions.
- Led the design of the back-end SQL schema to increase integrity of the back-end infrastructure.
- Attend weekly standups to discuss about new ideas and approaches while attentively following the Agile workstyle.

PROJECTS

Intern Report | React, Node.js, Express.js, AWS (API Gateway, Lambda, Amplify, SES, ...)

Jul 2022 – Present

- Leading the development of a public crowdsourced aggregate information about internships.

Mouseless | Python, Pandas, OpenCV, Git

Jun 2022 – May 2023

- Leading the development of a machine learning cursor peripheral that tracks eye movements.

The GIVU Project | React, MaterialUI, Express.js, Node.js, MongoDB

Apr 2022 – May 2023

- Developed a full-stack React website for collecting local and national charities in Canada
- Led a team of 7 students and organized the project in the Agile workflow.

Don't Touch It! | C#, Blender, Unity

Feb 2022 – March 2022

- Collaborated in the development of a game that tests human curiosity.

Soondae and Podo | Node.js, Express.js, Discord API, AWS (DynamoDB, S3, EC2, Lambda, ...)

Aug 2020 – March 2023

- Developed active bots on Discord to administer over 2,000 students in several academic servers.

TECHNICAL SKILLS

Languages: Java, Python, C/C#, SQL (MySQL, Postgres), JavaScript, TypeScript, HTML/CSS, PHP, Swift, Kotlin

Frameworks: Next.js, Express.js, Node.js, JUnit, Pytest, MaterialUI, Bootstrap, Pyshark, THREE.js, Discord.js, TailwindCSS

Developer Tools: Git, Docker, AWS, VSCode, JetBrains, Android Studio, Wireshark, Ansible, MongoDB, Azure, Maven, Gradle

Libraries: React, Pandas, NumPy, Matplotlib, OpenCV, Scikit, Selenium, AOS, Nimbus, Lodash

AWARDS

Schulich Leader Scholarship: Prestigious scholarship given to the top 100 students of Canada worth \$80,000 - \$100,000

Ubisoft Game Jam First Place 2022: Awarded by Ubisoft for the creation of the game "Don't Touch It!"

CLC Hackathon Winner 2020: Led a winning team of 5 by creating a multipurpose and mobile scheduling application