Danny Chen

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EDUCATION

Bachelor of Science in Computer Science   *2012-08/2016-05*
University of Texas at Austin
Coursework: Operating Systems, Cryptography, Algorithms, Network Security, Artificial Intelligence, Automata Theory, Theory of Computation

TECHNICAL SKILLS AND KNOWLEDGE

Languages: C, Bash, Python, x86 Assembly, Java, Javascript, Golang, Ruby
Technologies/Tools: Amazon EC2, Amazon VPC, Git, Travis CI
Operating Systems: Linux

EXPERIENCE

Senior Software Engineer   *2021-08-02/Present*
Speech Runtime, Rev.ai
- Helped build a high performance automatic speech recognition (ASR) application
- Implemented a feature that allows for customized language models to our speech-to-text service

Software Development Engineer II   *2016-07-05/2021-06-28*
EC2 Networking, Amazon Web Services
- Worked as part of a team that performs routing and packet translation for all network traffic going in and out of EC2 worldwide.
- Worked on and maintained a low-level packet processing application written in C.
- Implemented the network security layer for Inter-Region VPC Peering.
- Worked on a 24/7 oncall shift to troubleshoot hardware and software failures in production.
- Designed and oversaw projects to improve operational overhead and alleviate technical debt, often in conjunction with other teams in AWS.

Software Development Engineer Intern   *2015-07-02/2015-08-28*
Platform Excellence, Amazon.com
- Worked as part of the team that monitors latency on the Amazon.com website.
- Created a data visualization tool for a terabyte-scale Redshift cluster.

Software Developer Intern   *2014-07-02/2014-08-27*
Software Verification Team for WebSphere Application Server, IBM
- QA and tested IBM WebSphere.
- Wrote scripts to do automated testing of new releases of Websphere.

PERSONAL PROJECTS

HeapChecker - https://github.com/SrsBusiness/HeapChecker
- Proof of concept for a strace-style tool that traces a target program's heap allocations
- Handles ELF binaries for x86_64 System V that use a limited set of dynamic linking types

Minecraft Client - https://github.com/NosotrosNueces/mcc
- Collaborated with friends to implement the Minecraft Client protocol
- Provides a network client API to connect to a server and play
- As a POC implemented bots that can do simple tasks like attack enemies, path-find on command

Gameboy Emulator - https://github.com/mukkid/GoBoy
- An active collaborative project with a friend to implement software emulation of the Gameboy console.
- Completed full emulation of the Z80 CPU

Chess AI - http://github.com/SrsBusiness/Party

- Exploration into how performant Chess engines are implemented using techniques like bitsets and alpha-beta pruning