

Daniel Au

@DAAU
GITHUB

Experience

Software Engineer, Scout Talent – Aug 2018 - Aug 2019

- Developed a new B2B web app service from concept to production; involved in all aspects of engineering, from backend (Rails) to frontend; involved in dev-ops and UI/UX
- Designed and developed a new prototype web service that heavily influenced the next iteration of the company's core product; prototype explicitly endorsed by CEO and COO; prototype features were immediately implemented in the company's product offerings
- Led an initiative to standardize front-end CSS components across all company product offerings, significantly reducing the number of CSS bugs and number of lines of code
- Developed testing procedures including seed files, unit tests, integration tests, CI/CD
- Handled database migrations and database design (PostgreSQL)

Software Engineer, Freelance – Summer 2016

- Completed websites for local businesses; all projects on time and within budget
- Interviewed and worked with clients to identify their needs and goals; built approved prototypes using Sketch

Software Engineering Intern, HyperPad (YCombinator S2014) – Summer 2015

- Drastically increased user engagement of the company's core product by developing a Facebook-like social web service (Rails), that allowed users to interact with each other and share content creations
- Designed and developed new features such as activity feeds and real-time chat, which encouraged interactions between users
- Improved the user experience of the company's core product by implementing an API that allowed for an iOS web view app to be developed

Research Assistant, Dr. Sun's Nano-Materials Group – Summer 2014

- Synthesized graphene sheets as an independent side project; successfully produced 2 sheets of amorphous graphene
- Synthesized carbon nanotube samples for the research group; produced more than 100 high quality samples, saving several hours of work per day for graduate students

Side Projects

Software Engineer, Saga Square – Nov 2018 - Feb 2019

- Developed a series of bots and data cleaners in Python and Ruby, to scrape data for market prices in a MMORPG, saving hundreds of hours of manual data entry labour
- Developed and launched a platform to display and manipulate the scraped data; website was used by 100+ players around the world to track market trends

Electronics and Software Lead, Senior Capstone Project – Sep 2017 - Apr 2018

- Developed a robot to autonomously feed Siamese fighting fish in a fish farm, reducing labor expenses by 75% (over 2 years) for farm owners
- Project won first place at a start-up pitch competition, out of 10 teams

Education

University of Western Ontario – B.ESc Mechatronics Engineering (3.7 GPA), 2018
Ivey School of Business – HBA Business Administration (3.5 GPA), 2018