

Daniel Dai

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EDUCATION

University of California, Los Angeles (UCLA)

Los Angeles, CA

Bachelor of Science in Computer Science, 3.84 GPA

Sep. 2020 – Dec. 2023

- **Relevant Coursework:** Data Structures, Algorithms, AI/ML, Networks, Operating Systems, Security
- **Activities & Honors:** Association for Computing Machinery (Design Officer), DevX (Developer), LA Hacks (Organizer), Tau Beta Pi Honor Society, Upsilon Pi Epsilon Honor Society

EXPERIENCE

Software Engineer

Feb. 2024 – Present

TikTok

San Jose, CA

- Developed a scalable REST API integrating ticketing platforms like Eventbrite into TikTok, utilizing Go microservices and distributed Redis caching to handle 100 million daily impressions and 200,000 daily active users
- Implemented a data ingestion system and recommendation algorithms that process 2 million external tickets
- Revamped MongoDB schema to improve flexibility, reducing storage size by 21% and query latency by up to 50%
- Contributed to team infrastructure by developing metrics dashboards and integrating unit tests into CI/CD

Software Engineer Intern

June 2023 – Sep. 2023

TikTok

San Jose, CA

- Developed an analytics platform for external developers to optimize their usage of TikTok Developer APIs
- Designed an ETL pipeline to process 130 million daily API logs, using SQL indexes to optimize query performance
- Implemented a Go-based REST API endpoint with Redis caching for low-latency analytics data retrieval
- Built a React and Bootstrap dashboard with Recharts to visualize trends using interactive line charts

Software Engineer Intern

June 2022 – Sep. 2022

Cox Automotive

Irvine, CA

- Implemented a mobile-responsive layout for Kelley Blue Book's "Shop Smart" module using React, Node.js, and CSS, achieving a 171% increase in click-through rates through A/B testing with Optimizely
- Integrated 30 Cypress end-to-end tests into CI/CD using AWS CodeBuild, enhancing deployment confidence
- Conducted extensive API load testing with Apache JMeter, identifying and resolving scalability bottlenecks

PROJECTS

Grades of Green Learning Management System | *HTML, CSS, JavaScript*

Sep. 2021 – June 2023

- Led a team of 8 in developing an LMS that empowers 670,000 students to create and share environmental projects
- Collaborated cross-functionally to design prototypes in Figma and develop the frontend using HTML, CSS, and JS

BruinShack | *HTML, CSS, JavaScript, Vue.js*

June 2021 – Mar. 2022

- Rebuilt the apartment listing creation UI with Vue.js and CSS, reducing the average task completion time by 40%
- Integrated interactive carousels, modals, and forms with REST APIs for seamless account and listing management

Westwood CSS | *HTML, CSS*

Nov. 2020 – June 2021

- Developed a modular CSS framework to unify visual branding across 8 ACM at UCLA committee websites
- Leveraged SASS and Flexbox to create a component library, reducing code redundancy and streamlining updates

Covalent | *HTML, CSS, JavaScript, React, Next.js, GraphQL, AWS*

June 2020 – May 2021

- Built a React and Next.js web app with icebreaking games like "2 Truths and a Lie" to help remote teams bond
- Implemented game mechanics using React components and hooks, enhancing modularity and performance
- Launched on Product Hunt, earning 300 upvotes, and won "Best Large Team" at the 2021 ACM Tech Gala

SKILLS

Languages: HTML, CSS, JavaScript, Go, Python, C, C++, GraphQL, SQL, Bash

Frameworks: React.js, Vue.js, Next.js, Node.js, Bootstrap, Tailwind CSS, Cypress

Tools: AWS, Google Cloud, MongoDB, Redis, CI/CD (GitHub Actions), Docker, Figma, Git, Optimizely, Postman