

Danish Dua

dandua.com | danish@dandua.com

EDUCATION

University of Alberta

BSC IN COMPUTER

ENGINEERING

Sep 2016 - Apr 2021

LINKS

GitHub:// [dandua98](#)

LinkedIn:// [dandua98](#)

Twitter:// [dandua98](#)

Medium:// [dandua98](#)

Devpost:// [dandua98](#)

SKILLS

Languages

Go • Python • Rust • C++ • Java
• Hack • JavaScript • TypeScript

Infrastructure

Google Cloud • Azure • AWS •
Kubernetes • Docker • Helm •
Nginx

Full Stack

React • Vue • WebAssembly •
NodeJS • iOS • Android

PROJECTS

Pending PR

TypeScript

A GitHub app to improve issue
and pull request management
using automated labelling.

Installed on 1000+ repositories.

Available on GitHub

Marketplace

MapReduce

C++

Multithreaded MapReduce
library using a pthreads
threadpool implementation.

ARKit Drawing

Swift

Drawing shapes and placing
objects on
planes/freeform/images in AR.

EXPERIENCE

Snapchat | SOFTWARE ENGINEERING INTERN - BITMOJI

Oct 2020 - Jan 2021 | Remote / Toronto, ON

- Incoming Software Engineering Intern on Bitmoji.

Google | SOFTWARE ENGINEERING INTERN - GOLANG

July 2020 - Oct 2020 | Remote / New York City, NY

- Designed and developed incoming and outgoing calls hierarchy support for function calls, definitions and literals in Gopls, the official Language Server for Go.
- Added auto-completion support for struct fields, interface methods, function parameters, receiver fields and results in code comments.
- Implemented package clause completions. Added import path completions with suggestions by directory depth to improve package discoverability.

Facebook | SOFTWARE ENGINEERING INTERN - CORE HEALTH

May 2020 - July 2020 | Remote / Menlo Park, CA

- Implemented debug symbol lookup for mobile build analysis to attribute missing size info for apps using link time optimization. Led to a 90%+ decrease in missing size info resulting in more actionable and informative build reports.
- Added support to subscribe to workchat notifications for long running mobile build analysis jobs, eliminating dev time spent continuously monitoring builds.
- Updated mobile build pipeline to store and show demangled C++ symbols in build reports.
- Added event and performance logging for build size monitoring and app size regression tools and scripts. Implemented dashboards to track errors and performance regressions.

Honey | SOFTWARE ENGINEERING INTERN - CORE SYSTEMS

May 2019 - August 2019 | Los Angeles, CA

- Designed audit logging middleware for internal tools and dashboards to help teams track usage analytics.
- Developed a GraphQL API for user role group management, reducing time required for employee authorization management tasks by more than 80%.
- Implemented an Internal Dashboard Notification system working across 35+ individual dashboards deployed as microservices.

Microsoft | SOFTWARE ENGINEERING INTERN - WEB TEMPLATE STUDIO

January 2019 - April 2019 | Vancouver, BC

- Converted Azure deployments to resource management templates for Web Template Studio extension for VSCode, improving deployment speed and reliability and increasing end user visibility into deployments.
- Designed and developed a REST interface for Core Template Studio, a code generation and merging library used behind Web and Windows Template Studios.
- Developed Azure Functions deployment and integration workflows with the extension to support serverless development.

Green Brick Labs | SOFTWARE ENGINEERING INTERN - INFRASTRUCTURE

April 2018 - August 2018 | Waterloo, ON

- Implemented tooling to automate service discovery and microservice, plugin and route registration with Kong API Gateway.
- Worked on the Identity Provider microservice, implementing account registration, password reset, and admin role management workflows. Implemented claim verification with JWTs.
- Developed an OpenAPI documentation parser to integrate GBLs standardized documentation with internal services and tools.