Daniel Zeng

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University of California, Berkeley *May 2021*
Computer Science, Bachelor's Degree GPA 3.95

Relevant Coursework

CS189 - Machine Learning**,** CS170 - Algorithms,
CS188 - Artificial Intelligence
CS61B - Data Structures**,** CS186 - Databases
CS61C - Machine Structures**,** CS161 - Security
CS70 - Discrete Math and Probability Theory

Skills

Languages: Python, Java, Golang, Bash, Javascript C/C++, Assembly (RISC-V)
Platforms/Tools: TensorFlow, NumPy, PyTorch, Git, AWS, Kubernetes, Terraform, SQL, gRPC, Jupyter Notebooks

Experience

Stripe | Software Engineer Intern, Data Platform Infrastructure *May 2020 - Aug 2020*
- Implemented, designed Hadoop command proxy service with Go, gRPC on AWS, Kubernetes
- Deployed service to production which proxied 300+ commands so far (reliable, scalable)
- Built observability dashboard for service via SignalFX and alerting, detectors via Terraform

Microsoft | Software Engineer Intern, Azure Production Infrastructure *May 2019 - Aug 2019*
- Designed, developed analytics tool to automate queries for optimizing customer experience
- Built productivity tooling to empower visualization and observability in Azure infra systems

AutoLab | Research Assistant, Berkeley Artificial Intelligence Research Lab *Feb 2019 - Feb 2020*
Worked on machine learning research with postdoc Ajay Tanwani in Ken Goldberg's Automation Lab
- Researched unsupervised domain adaptation using adversarial representation learning
- Implemented and benchmarked adaptation algorithms, network architectures, metric learning
- Optimized adaption by aligning marginal and conditional distributions in latent feature space

Cal Launchpad | Project Leader/Machine Learning Developer, UC Berkeley *Sept 2017 - May 2019*
- Lead team of 8 developers to implement GAN models for food image generation
- Implemented convolutional neural networks to reconstruct 3D facial volume from 2D image

NASA | Software Engineer/Research Intern, Ames Research Center *June 2018 - Aug 2018*
- Developed an emulator for cyber security attacks on Air Traffic Management (ATM) system
- Built and tested functionality to generate and visualize a wide range of attack scenarios
- Implemented methods to model aircraft trajectory from specified origin to destination
- Created internal tooling to configure and interface ATM framework components with emulator

Upsilon Pi Epsilon, Nu Chapter | Vice President, UC Berkeley *Dec 2018 - Dec 2019*
Dal Bó Lab | Research Assistant, UC Berkeley *Sept 2017 - May 2018*

Projects

Chess Game (github.com/daniel-zeng/ChessGame) (Python, tkinter)
- Implemented minimax tree search with Alpha-Beta pruning, and position evaluation functions
- Playable through graphical user interface and command-line with algebraic notation

Also on Github**:** Markov models for text generation, Variational autoencoder for MNIST generation