

DANIEL KWEON

703-473-4328 • daniel@kweon.dev • daniel.kweon.dev • linkedin/danielkweon • github/danielkweon

EDUCATION

Virginia Tech

B.S. Computer Science | B.S. Mathematics (Applied Discrete Mathematics)

12/2020

Blacksburg, VA

WORK EXPERIENCE

Macro

07/2024 – 01/2026

New York City, NY

- Owned the metadata & properties platform enabling extensibility and unified querying across **all 7 workspace entity types**; delivered a **0 → 1 permissions-aware** properties service with automated tagging and relationship inference, establishing semantics adopted across **3 product teams**
- Designed and built a task management system on the properties platform, migrating the company off Linear; **adopted company-wide** and by **4 external customers**; scaled to **10k+ tasks** in production within the first month
- Owned the Markdown editor driving **50%+ of in-product activity**; shipped real-time collaboration, cross-workspace integrations, and agentic AI writing workflows; improved stability and UX via telemetry, performance tuning, and bug triage
- Built an AI chat with WebSocket token streaming and prompt assembly via context assembly of conversations / documents
- Integrated LibreOfficeKit (C++) in-browser via WASM to enable docx rendering and editing; **reduced load times by 40%**

Amazon

10/2022 – 10/2023

New York City, NY

Software Engineer II

- Owned **0 → 1** design and implementation of a **greenfield work order system** for Amazon Business inventory replenishment services, defining the work order domain model and service interfaces end-to-end
- Built an **AWS ingestion pipeline** (S3 upload → Lambda trigger → ECS Fargate) to validate and process work order files and publish updates downstream and to a data lake, enabling near **real-time ops KPI visibility**
- Implemented automated scheduling and provider assignment, reducing manual ops overhead and enabling onboarding for **3 external customers**

Bloomberg L.P.

01/2021 – 08/2022

New York City, NY

Software Engineer

- Maintained and extended the fixed income trading billing platform and C++ billing library, supporting **\$300M+ in annual revenue** through accurate fee calculations across multiple trading workflows
- Built internal tools—including a security classification API, backtesting, and clearinghouse simulation—to improve revenue forecasting accuracy and enable end-to-end trade testing
- Improved scalability of fixed income trading infrastructure by optimizing trade data models for better storage efficiency

PROJECTS

Number Hunt (iOS)

2025

- Built an arithmetic puzzle game with procedural grid generation; **guaranteed solvable** levels via backtracking with pruning and tiered difficulty modeling, generating each level in **<50 ms on-device**

Tumble (iOS)

2023

- Built a modular MVC game engine with gesture-driven merging, persistent state, and user-selectable themes / grid sizes
- Published on the Apple App Store, averaging **10+ sessions per user per day** among active users

SKILLS

Languages: C++ • Rust • Python • Java • TypeScript • Swift • SQL

Frontend: React • SolidJS • **Infrastructure:** AWS • Docker