DANIEL KWEON

danielk6@vt.edu | 703 473 4328 | New York City, NY

WORK HISTORY

Amazon   New York City, NY
Software Engineer II | 10/2022 – 10/2023

- Designed a work order system as part of an Amazon Business initiative to move Inventory Replenishment Services in-house and save 100M+ in costs
- Developed the work order system to ingest and distribute work orders along with automating technician job schedules and assignment for scalability
- Built an AWS Fargate API to provide downstream teams with work order data and updates along with metrics and KPI tracking in an Andes datalake

Bloomberg L.P.   New York City, NY
Software Engineer | 01/2021 – 08/2022

- Designed and developed fixed income trading billing platform that generates 300M+ in revenue through fee calculations of various trading workflows
- Built the security classification API and back-testing tool for revenue foresight
- Enhanced the reliability, scalability, and performance of the fixed income trading infrastructure through system rearchitecting and code optimizations
- Improved trade workflow testing through a customizable clearing simulator designed to replicate clearing house responses in testing environments

Bloomberg L.P.   New York City, NY
Software Engineer Intern | 06/2020 - 08/2020

- Designed and implemented a fixed income pricing validation system for the U.S. / European credit market to notify traders of outliers in security prices
- Automated workflow of trade and security data collection, model generation, along with integration of the trained model into a microservice

KPMG L.L.P. Advisory   Baltimore, MD
Software Engineer Intern | 06/2019 - 08/2019

- Developed a web based YAML editor using React for customization and deployment of chatbot dialogs with translation and syntax parsing capabilities
- Automated integration of chatbots into demos using google cloud platform

EDUCATION

Virginia Tech   Blacksburg, VA   -   GPA 3.8 / 4.0
B.S. Computer Science & B.S. Mathematics | Class of 2020

Relevant Coursework

Data Structures & Algorithms, Operating Systems, Data Analytics, Statistics
Parallel Computing, Machine Learning, Artificial Intelligence, Combinatorics

Research - Department of Engineering Education
Collaborated with physics educators to design and develop an interactive assessment platform to collect data on physics problem solving processes, providing insight on student comprehension to better structure curriculums

LINKS

Website
daniel.kweon.dev

GitHub
github.com/danielkweon

LinkedIn
linkedin.com/in/danielkweon

PROJECTS

Tumble

- Currently developing an iOS number merging game using MVC architecture
- Building user interfaces and interactions with the XCode IDE storyboard and UIKit

Background Noise Suppression

- Researched digital signal processing and machine learning based speech extraction
- Evaluated recurrent neural network applications to real-time audio denoising

Chess Engine

- Programmed a chess engine based upon the alpha-beta pruning search algorithm
- Implemented automated self-training with random perturbations on heuristics

PuzzLED

- Built an interactive puzzle board fitted with a triangular lattice of LEDs controlled by an Arduino to display colorful tangrams
- Awarded the 2018 Children's Museum of Blacksburg Selection

SKILLS

C++	Python	Java
SQL	Swift	JavaScript
AWS	React	