DANIEL KWEON

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WORK EXPERIENCE

Macro   07/2024 – 01/2026
Software Engineer   *New York City, NY*

- Owned the metadata & properties platform across all workspace entity types, enabling extensibility and unified querying
- Designed and implemented a **0 → 1** permissions-aware properties service supporting user / system properties, automated tagging, and relationship inference; drove cross-team alignment on property semantics adopted by **3 product teams**
- Built and rolled out an in-product task management system on the properties platform, migrating the company off Linear; **adopted company-wide** and by **3 external customers**, scaling to **2k+ tasks** within the first month
- Developed the Markdown editor driving **45%+ of in-product activity**; delivered real-time collaboration, cross-workspace integrations, agentic AI writing workflows, and improved UX / reliability via telemetry, performance tuning, and bug triage
- Built an AI chat with WebSocket token streaming and context-aware prompt assembly of user conversations / documents
- Enabled in-browser docx rendering / editing via LibreOfficeKit (C++ / WebAssembly), reducing document load times **40%+**

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

- Led **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 service provider assignment, reducing manual ops overhead and enabling onboarding for **2 external customers**

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

- 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 **less than 50 ms on-device**

Tumble (iOS)   2023

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

EDUCATION

Virginia Tech   12/2020
Bachelor of Science in Computer Science   *Blacksburg, VA*
Bachelor of Science in Mathematics (Applied Discrete Mathematics)

SKILLS

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

Frontend: HTML • CSS • React • SolidJS • TanStack

Backend: REST APIs • GraphQL • Event-driven architecture • Domain & Data Modeling • Observability

Infrastructure: AWS (S3 • Lambda • Fargate • RDS • DynamoDB) • Kafka • Docker • CI / CD