

DANIEL KWEON

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

EDUCATION

Virginia Tech	12/2020
<i>B.S. Computer Science B.S. Mathematics (Applied Discrete Mathematics)</i>	<i>Blacksburg, VA</i>

WORK EXPERIENCE

Macro	07/2024 – 01/2026
<i>Software Engineer</i>	<i>New York City, NY</i>
• Owned the metadata & properties platform across 7 workspace entity types , enabling extensibility and unified querying	
• Delivered a 0 → 1 permissions-aware properties service with user- and system-defined properties, automated tagging, and relationship inference; drove cross-team alignment on property 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 injection 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
<i>Software Engineer II</i>	<i>New York City, NY</i>
• 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
<i>Software Engineer</i>	<i>New York City, NY</i>
• 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, back-testing, 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
Infrastructure: AWS (S3 • Lambda • Fargate • RDS • DynamoDB) • Kafka • Docker • CI / CD
Backend: REST APIs • GraphQL • Event-driven architecture • Domain & Data Modeling • Observability
Frontend: HTML • CSS • React • SolidJS • TanStack Query • Playwright