

Daniel Qu

SOFTWARE DEVELOPER

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Skills

Languages JavaScript/TypeScript, Python, C, C++, Bash, SQL, HTML/CSS
Frameworks React, Redux, Express.js, Node.js, Flutter
Tools Git, Linux, AWS (EC2, S3, Lambda), Jenkins, Docker, Kubernetes, Jira

Education

University of Waterloo - 92% GPA

Sep 2020 - May 2025

B.A.Sc. IN HONOURS MECHATRONICS ENGINEERING

Waterloo, Canada

- Computer Structures & RTOS (C), Microprocessors & Digital Logic, Data Structures & Algorithms (C++)

Work Experience

PlayStation - Sony Interactive Entertainment

Sep 2022 - Dec 2022

DEVOPS SOFTWARE ENGINEERING INTERN

AWS, Kubernetes, Jenkins

- Deployed Promtail/Loki/Grafana stack using Helm to aggregate logs from 100+ Kubernetes pods, providing production logs access to dozens of development teams.
- Wrote Python script to monitor and clean up unused AWS volumes using Jenkins and Slack integration.
- Automated deletion of vulnerable security groups and implemented email alerts using AWS Lambda, SNS, and EventBridge.
- Performed time-sensitive Jenkins server operations during maintenance windows such as plugin upgrades and configuration rollouts.

PlayStation - Sony Interactive Entertainment

Jan 2022 - Apr 2022

FRONT END SOFTWARE DEVELOPER INTERN

React Native, Redux, Python, Jenkins

- Supported the 2022 PlayStation Plus Subscription release by implementing checkout page UI elements in React Native and Redux.
- Automated end-to-end regression tests in Python for 20+ checkout flows.
- Achieved first prize in global hackathon with a team by creating a React Native calendar app for the PS5.

Dreamschools

May 2021 - Aug 2021

FULL STACK SOFTWARE DEVELOPER INTERN

React, Express, PostgreSQL, Stripe

- Addressed slow Stripe API calls by parallelizing/batching requests, improving load times by up to 10x.
- Developed complete messaging system and chat page using React, Express and PostgreSQL to provide SMS and email communication between clients.
- Overhauled checkout process by redesigning checkout UX and supporting additional payment methods.

Projects

Hexle - [GitHub](#)

Feb 2022 - Mar 2022

- Created a Wordle variant with a friend in React with over 250 monthly users.
- Refactored React state management and components to improve code quality and readability.

Midnight Sun Driver Dashboard - [GitHub](#)

Apr 2021 - Sep 2021

- Built digital vehicle dashboard using Flutter including speedometer and battery life.
- Performed virtual integration testing by mocking vehicle CAN messages to send to the dashboard.
- Effectively used animations to direct driver attention to appropriate locations on the dashboard.