Daniel Dang

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EDUCATION

Florida State University (GPA: 3.8) **Dec. 2024**
Bachelor of Science in Computer Science, Minor in Mathematics and Physical Science *Tallahassee, FL*
Related Coursework: Data Structures, Algorithms, Object-Oriented Programming, Full-Stack App Development in C#, Advanced Programming with Java, Computer Organization, Data Mining, Artificial Intelligence, Operating Systems

TECHNICAL SKILLS

Languages: C/C++, C#, Python, Java, HTML, JavaScript, Typescript, SQL
Frameworks: React Native, Angular, MVC, ASP.NET, Flask, Spring Boot, TestNG, JUnit, UWP, Swagger
Technologies: Docker, Grafana, Jira, Postman, REST APIs, Linux, Git, Google Cloud, Figma, Prometheus, Auth0, Splunk, Selenium, OpenCV, YOLOv5, MongoDB, PostgreSQL, MySQL, SQLite

PROFESSIONAL EXPERIENCE

Software Engineer Intern (IAM Backend) **May 2024 – Aug. 2024**
Ultimate Kronos Group (UKG) *Weston, FL*

- Initiated and optimized a REST endpoint for log reconciliation from Auth0 into MongoDB, identifying performance bottlenecks and implementing improvements that reduced latency by **~10,000%**, leading to enhanced system reliability and improving the experience for over **80,000 organizations**.
- Integrated Prometheus with Grafana to build comprehensive **system metrics** dashboards, leading discussions with team members to refine observability solutions and set up proactive alerts, reducing downtime across deployments.
- Led testing initiatives by developing and executing TestNG test suites, proactively communicated testing progress and results, ensuring code quality and team alignment on bug fixes, increasing code coverage to **100%**.

Web Development Intern **June 2020 – July 2020**
TechLaunch Academy *North Miami, FL*

- Engineered web-based applications using HTML5, CSS3, and JavaScript, including a highway car dodging game. Took the initiative to document the development process to streamline troubleshooting and future maintenance.
- Collaborated in team tournaments to showcase developed games, acting as a team leader to coordinate project timelines, troubleshoot blockers, and ensure project success, resulting in a **100%** satisfaction rate.

PROJECTS

Object Detection System | *C++, Qt, OpenCV, YOLOv5*

- Optimized YOLOv5's object detection system by compiling **OpenCV with CUDA** capability, resulting in over **900% increase** in detection algorithm speed and efficiency through parallel GPU processing.
- Implemented rapid multi-image processing and **multi-threading** to swiftly update objection counts in response to product identification, enabling seamless real-time tracking concurrently.

PrizeStats | *C#, .NET, Selenium, SQLite*

- Integrated Selenium with a headless Chrome WebDriver to call the API endpoint from a betting source, retrieving and processing **over 50,000** unsorted projections daily for professional players.
- Implemented web scraping techniques to extract and store every player's match history data from a website into a SQLite database for further analysis, while implementing data pruning to keep the database relevant and efficient.
- Achieved a **71% hit rate** in forecasting successful outcomes by leveraging advanced statistical algorithms for comprehensive data analysis and discerning high-probability player projections within 1 month.

Learning Management System | *C#, ASP.NET MVC, UWP*

- Designed and implemented role-based access control in a **Model-View-Controller** application. Ensured secure access and appropriate functionalities for user types student, instructor, teaching assistant, and administrator.
- Developed advanced search filters and sorting options, making it convenient to locate specific records within the database, such as user profiles, courses, assignments, and grades.
- Employed **asynchronous** data loading and caching techniques to enhance performance and reduce wait times.