Daniel Dang

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EDUCATION

Florida State University (GPA: 3.81) **December 2024**
Bachelor of Science in Computer Science, Minor in Mathematics and Physical Science *Tallahassee, FL*
Related Coursework: Data Structures, Algorithms, and Generic Programming, Full-Stack Application Development in C#, Applied Statistics for Engineers and Scientists, Data Mining, Introduction to Artificial Intelligence

TECHNICAL SKILLS

Languages & Frameworks: C++, C#, HTML5, CSS3, JavaScript, jQuery, .NET, Selenium, SQLite, Qt
Technologies: Unix, Git, Google Cloud, CMake, PuTTY, UWP, Swagger, OpenCV, YOLOv5

PROJECTS

Object Detection System | *C++, Qt, OpenCV, YOLOv5* **Aug. 2023 – Present**

- 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** to swiftly update objection counts in response to product identification, enabling seamless real-time tracking.
- Utilized Qt's concurrency framework to handle **multi-threading**, ensuring that resource-intensive tasks like image loading, pre-processing, and detection algorithms could run concurrently without affecting the responsiveness of the UI.

PrizeStats | *C#, .NET, Selenium, SQLite* **July 2023 – Aug. 2023**

- 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.
- Utilized Google's Programmable Search Engine to search for the player's ID on esports player tracking websites.
- 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.

Canvas UWP Remake | *C#, .NET, UWP* **Jan. 2023 – May 2023**

- Designed and implemented **role-based access control**, such as student, instructor, teaching assistant, and administrator, to ensure secure access and appropriate functionalities for each user type.
- 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, enabling users to access course content and information without excessive waiting times.

EXPERIENCE

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

- Engineered captivating web-based games using in **HTML5, CSS3, and JavaScript**, notably a dynamic highway car dodging game, employing an innovative wave-generated mechanism to seamlessly record and manage player scores.
- Assisted in the creation of **comprehensive documentation** for developed games, streamlining future troubleshooting and maintenance efforts.
- Collaborated within a **team environment** to enter tournaments showcasing developed games, effectively gathering valuable feedback for **iterative refinement**.

ACTIVITIES

Association for Computing Machinery, *Member, Florida State University* **Aug. 2021 – Present**
Florida States Esports, *Member, Florida State University* **Aug. 2021 – Present**