Daniel Wan Rosli

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Skills Summary

- **Software and Tools**: Python, C++, C, C#, JavaScript, TypeScript, Unix, Linux, Git, SQL, LLM + GPT, AWS, GCP, Metabase, Tableau
- **Client-Side Development**: HTML, CSS, React, Angular, React Native, Redux, Expo, D3, Mocha, CocoaPods, Java + Android Studio
- **Server-Side Development**: Node, Express, Flask, Django, MongoDB, PostgreSQL, Firebase, Supabase, Postman, AppEngine, BigQuery
- **Methodologies and Practices**: Reactive Web Design, Functional Programming, MVC, OOP, A/B Testing, Agile/Scrum, Code Reviews, QA Testing

Education

Stanford University

M.S. Candidate in Computer Science — Jan. 2023 - Aug. 2024
B.S. Candidate in Computer Science — Sep. 2019 - Aug. 2024
Specialization in Human-Computer Interaction

Relevant Coursework: Design and Analysis of Algorithms; Principles of Computer Systems; Web Applications; Data Management and Data Systems; Designing for Accessibility; Data Visualization; Objected-Oriented Programming Design; Machine Learning with Graphs

Work Experience

UX Engineer — Google — Aug. 2024 - Present

- Leading the end-to-end development of Core Data UX's internal dashboard products as the sole software engineer.
- Engineering efficient data synchronization and rendering pipelines utilizing React, TypeScript, D3, a SQL-based API, TanStack Query, Node.js, and Express.js within Pantheon's AppEngine ecosystem, ensuring secure access with GCP OAuth.
- Built two Gemini API proof-of-concepts: a context-aware chatbot for data visualization using chart metadata and a RAG system to query product data from a CSV via vector search.
- Collaborating with quantitative researchers to design and implement table schemas optimized for web app production.
- Managing the project's data lifecycle and compliance, leading it through Google's Launch, Privacy, and Security review processes.
- Serving as the technical liaison between design and product teams, providing Figma feedback to scope projects effectively and demoing progress to stakeholders, including my team's directors and VP.

Graduate Course Assistant — Cross-Platform Mobile Development — Sep. 2023 - Dec. 2023

- Co-designed and helped lead Stanford's first cross-platform mobile development course, focusing on functional programming and full-stack development, for ∼120 students.
- Provided detailed feedback for ∼25 students' programming assignments each week, assessing both functionality and coding style.
- Conducted weekly office hours to mentor students in React Native development through code debugging and conceptual help.

Software Engineer Intern — Tarjimly — Jun. 2023 - Aug 2023

- Achieved up to a 10x improvement in recall by reducing pings sent from hundreds to 30 and attained a 90% match rate by developing an improved recommender system in Python using OOP, tested with Metabase session data.
- Using Serverless Framework, mentored by lead engineer to transition the recommender system to an AWS event-driven system.
- Created unit tests for the recommender system components and validated AWS Lambda endpoints using Postman.

Frontend Engineer Intern — Ample — Jul. 2022 - Sep. 2022

- Using React Native with TypeScript, spearheaded frontend development as the primary engineer for a mobile app compatible with iOS and Android.
- Worked with the founder to use Figma to design task-flows and enhance usability through design thinking principles.

Software Engineer Intern — Direct Supply — Apr. 2021 - Sep. 2021

- Enhanced web app components with TypeScript and React, adapting to new customer workflows.
- Optimized UI and email processes using C# and OOP, migrated tasks to Nomad servers, and ensured robustness via SQL validations.

Research Experience

CS Research Assistant — Stanford Machine Learning Group — Sep. 2023 - Jun. 2024

- Developed new web app components to display methane emissions data using Angular, TypeScript, and MapBox GL JS.
- Utilized Firebase and Firestore to retrieve and store methane data, enabling real-time updates in table and map interfaces.

CS Research Assistant — ReactGenie Lab — Jan. 2023 - Jun. 2023

- Developed a React Native prototype using GPT-4 and Redux that enabled multimodal interaction through voice commands.
- Conducted user studies and developed an elicitation study; synthesized results culminating in paper submission to UIST 2023.