

Daniel Yee

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EDUCATION

Aug 2013 – Dec 2016	University of California, Berkeley B.S. Electrical Engineering and Computer Science, <i>College of Engineering</i>
	Relevant Coursework:
	Programming Methodology @ Stanford University (CS106A)
	Structure and Interpretation of Computer Programs (CS61A)
	Data Structures (CS61B)
	Machine Structures (CS61C)
	Microelectronic Circuits (EE40)
	Internet Architecture and Protocols (CS168)
	Computer Security (CS161)
	Efficient Algorithms (CS170)
	Database Systems (CS186)
	Artificial Intelligence (CS188)

EXPERIENCE

Sept 2017 – Jan 2018	Software Engineer – Adobe <ul style="list-style-type: none">Developed the Real-Time Bidding (RTB) Java code that handles 10 billion ad requests per dayLearned how to scale and maintain the distributed system and monitor system healthBuilt an internal tool in Java/Javascript that parses User Agent device detailsUsed Qubole queries and python scripts to find a config. error that was generating inaccurate data
May 2016 – Aug 2016, June 2017	Software Engineer – SmileyGo <ul style="list-style-type: none">Helped build a web app in Ruby on Rails that helps corporate responsibility managers to search and analyze nonprofits for the purpose of awarding community grants, as well as manage their budgetCollaborated with the lead engineer to make design and implementation decisions
Aug 2014 – May 2017	Shift Supervisor – UC Berkeley Educational Technology Services <ul style="list-style-type: none">Supervised four consultants who provided technical and software support at campus facilitiesMonitored and fixed audio and video equipment in lecture halls and computer labs
June 2015 – Aug 2015	Java Instructor – UC Berkeley Extension <ul style="list-style-type: none">Developed and taught a Java programming course for 23 students while overseeing three TAsTopics: Control-flow, Recursion, Object-oriented programming, Inheritance, Lists and Trees

PROJECTS

Chat — *Internet Architecture and Protocols in Python*

- Built a Slack-like application that allows users to converse over a network
- Used a non-blocking socket and an internal buffer to queue unread bytes without stalling the program
- Kept track of sockets with port multiplexing to connect different users across networks
- Created dictionaries to keep track of different channels that users could create, join, or broadcast messages on

Gitlet — *Data Structures and Algorithms in Java*

- Implemented a version control system that mimics Git
- Created serializable tree structures of commit nodes that store files by using sets, hashmaps, and file copying

Approximating an NP complete problem — *Efficient Algorithms in Python*

- Developed a polynomial time algorithm to approximate maximum acyclic subgraph
- Implemented the algorithm to solve hard instances of this well-known NP hard problem
- In the final class competition, my group's algorithm scored in the top 20% of the class

Machine Learning — *Artificial Intelligence in Python*

- Used linear regression, linear classification, and approximate Q-learning to implement OCR (optimal character recognition)
- Built a neural network for multiclass classification
- Programmed Pacman into a Q-learning agent that can learn how to become good at any board-configuration

SKILLS

C, CSS, Git, HTML, Java, Javascript, JIRA, jQuery, Kubernetes, Matlab, Python, Ruby on Rails, PostgreSQL, Qubole