DANIEL MAO

P (314)-898-8195

E daniel.mao@slu.edu

A St. Louis, MO

W www.maodaniel.com

SUMMARY

I am a highly motivated and skilled computer science major with a passion for data structures, algorithms, and machine learning. With hands-on experience in software design and development, I have worked as a machine learning researcher and machine learning engineer intern. I have also contributed to open-source projects, including a website that helps students improve their accents on foreign languages. I am proficient in Python, Java, JavaScript, and C++, and am eager to apply my skills to collaborate with a team of professionals and contribute to meaningful projects. I am seeking a challenging and dynamic role in the industry that will allow me to further develop my skills and make meaningful contributions to the field.

WORK EXPERIENCE

Saint Louis University

Machine Learning Researcher

07/2021-Present

- Investigated the impact of Machine Learning on data privacy by implementing membership inference attacks.
- Preprocessed datasets for ML model fit and used CUDA for model execution.
- Determined by binary classification if a piece of data was used in ML model training.

Spacelab

Machine Learning Engineer Intern

06/2022-08/2022

- Automated ETL process, ML model deployment into a NoSQL database with a GraphQL API.
- Improved Convolutional Neural Network for binary classification of exoplanet images.
- Implemented ML model in AWS cloud computing microservices with Lambda functions and EC2 instances for scalability and automation.

PROJECTS

SIB (React) [https://github.com/oss-slu/Seeing-is-Believing]

- SIB is an open-source project that helps students to improve their accents on foreign languages through a website that can be monitored by instructors.
- Used Firestore to store our data which is a NoSQL database that is in the cloud in order to store the user information for the login and relevant data.
- Assisted in assigning and resolving project tickets, contributing to the successful completion of project deliverables and ensuring timely resolution of technical issues.
- Implemented Continuous Deployment and Continuous Integration (CD/CI) processes in Heroku to ensure seamless and automated deployment of code changes to production.

Emotion Detector (Python)

- Trained a program that can take images of people's faces and predict their emotions based on their facial features using machine learning models using a dataset from Kaggle (Website for Datasets)
- Implemented two different models to train the program which are Linear Regression and Convolutional Neural Network where the tested accuracy has a 78% rate of success in the predictions.

2048 (Java)

- Contributed to the development of a game app using Gradle and following software design principles.
- Implemented a MVC design for efficient error testing and divisible work frames
- Collaborated with team and used Git to organize code and perform JUnit tests in the mode

FDUCATION

Bachelor of Science Computer Science

Saint Louis University

May 2023

St. Louis, MO

GPA: 3.81/4.00

ACADEMIC AWARDS

Dean's Scholarship

Dean's List for six consecutive

semesters

RELEVANT COURSES

Data Structures

Algorithms

Software Design

Software Engineering

Machine Learning

Web Technologies

Databases

Operating Systems

Computer Architecture

SKILLS

Python

Javascript

HTML

CSS

C/C++

Java

React.js

AWS

PyTorch

Tensorflow

SQL

R

LANGUAGES

English

Spanish

Chinese (mandarin)