

Danny Pham

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Education

University of California, Irvine

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

- Cumulative GPA: 3.85/4.00 (Cum Laude honors)

Irvine, CA

September 2016 - June 2020

Experience

Flexport

San Francisco, CA

SOFTWARE ENGINEER INTERN

January 2020 - April 2020

- Increased accuracy of extracted data from ocean carrier contracts by 72% by implementing additional data checks when parsing contracts.
- Built an email processor to automate the process of digitizing documents sent by carriers; reduced manual workload and saved roughly 40 hours/week in operational time.
- Enhanced contract parsing algorithm by implementing pattern recognition on extracted data from previous carrier contracts; detected errors in roughly 2% of incoming contracts.
- Launched a new workflow queue and dashboard filled with internal self-serve tools to increase procurement operation's productivity by 40%.

NASA Jet Propulsion Laboratory (JPL)

Pasadena, CA

FLIGHT SOFTWARE ENGINEER INTERN

September 2019 - December 2019

- Implemented surface flight software in a web application to enable engineers to perform and visualize nominal rover mobility such as arm and turret command sequences on the Mars 2020 rover.
- Increased accuracy of position and altitude calculations during simulation by integrating 3D meshes generated from stereo imagery collected by the rover.
- Discovered and diagnosed over 20 command sequences that caused failures in the rover by executing fuzz tests daily.

Amazon

Seattle, WA

SOFTWARE DEVELOPMENT ENGINEER INTERN

June 2019 - September 2019

- Developed remote procedure call to generate translation sidecars, allowing Kindles to perform text translations without an internet connection.
- Decreased time to generate translation sidecars for over 200 digital books by 73.33% (45 minutes to 12 minutes) by using threads to retrieve and store translations in batches.
- Built a new Kindle API to support local translation sidecars; increased speed to fetch and display translation results by 32%.

Siemens Digital Industries Software

Cypress, CA

SOFTWARE ENGINEER INTERN

January 2019 - May 2019

- Launched a centralized inspection tool that utilizes multiple internal services to allow users to select and execute different tests on CAD files.
- Eliminated previous defects in the inspection tool by restructuring library content and migrating over 20 legacy constructs.

Spetcial

Sunnyvale, CA

SOFTWARE ENGINEER INTERN

October 2018 - December 2018

- Led frontend infrastructure overhaul by rolling out new modular React components to be utilized throughout the web application.
- Enhanced application's page loading speed by 42% by implementing resource splitting and lazy loading.

Projects

Coderpad

TECHNOLOGIES USED: PYTHON, FLASK, DOCKER, AWS, REACT.JS

- Deployed a collaborative coding platform to allow users to simultaneously write, edit, and execute code.
- Built a source code executor API to compile and execute Python, Java, and C++ source code and transmit results of the compiled code along with any build and runtime errors.

Text Drive

TECHNOLOGIES USED: PYTHON, FLASK, MYSQL, AWS, REACT.JS

- Designed a text storage application to allow users to create, upload, and share snippets of text or code through uniquely generated links.
- Configured backend to efficiently generate a UUID for each text snippet to avoid duplication and collisions; scaled to optimally store and retrieve thousands of records.

Skills

Languages Python, Java, Go, JavaScript, SQL, Ruby, C++, Bash

Frameworks React.js, Node.js, GraphQL, Spring MVC, Rails, Flask, JUnit, Mockito, pytest, PyTorch, NumPy, Matplotlib

Tools Git, Docker, Kubernetes, AWS, Linux