

Danny Pham

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EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science, GPA: 3.85/4.00

Irvine, CA

Sep. 2016 – Jun. 2020

SKILLS

Languages: Python, Java, Go, Ruby on Rails, JavaScript, C++, SQL, NoSQL

Technologies: React.js, Node.js, GraphQL, Spring, Flask, JUnit, Mockito, pytest

Tools & Other: Git, Docker, Kubernetes, AWS, Linux, Agile (Scrum), CI/CD

EXPERIENCE

Flexport

Software Engineer Intern

San Francisco, CA

Jan. 2020 – Apr. 2020

- Built an email processor to automate digitization of documents to save roughly 40 hours/week in operational time.
- Increased accuracy of extracted data from carrier contracts from 25% to over 70% by implementing data validation tests.
- Detected errors in 2% of new incoming contracts by integrating pattern recognition into the contract parsing algorithm.
- Introduced and launched a workflow queue and dashboard and provided self-serve tools to create a productivity increase of 40% for procurement operations.

NASA Jet Propulsion Laboratory

Flight Software Engineer Intern

Pasadena, CA

Sep. 2019 – Dec. 2019

- Integrated surface flight software into a web application to allow scientists to perform simulations of rover mobility.
- Increased accuracy of position and altitude estimates by integrating 3D meshes generated by stereo imagery collected by the rover.
- Discovered and diagnosed over 20 command sequences that caused failures by executing fuzz tests daily.

Amazon

Software Development Engineer Intern

Seattle, WA

Jun. 2019 – Sep. 2019

- Developed remote procedure call to generate offline translation files to allow Kindles to perform text translations without an internet connection.
- Minimized time needed to generate translation files for the entire digital catalog by 73.33% (reducing 45 minutes to 12 minutes) by using threads to retrieve and store translations in batches.
- Built new Kindle API to support local translation files and increase speed to fetch and display results by approximately 30%.

Siemens Digital Industries Software

Software Engineer Intern

Cypress, CA

Jan. 2019 – May 2019

- Launched an inspection tool that utilizes multiple internal services to allow users to select and execute different tests on CAD files in a centralized location.
- Updated legacy tools by restructuring library content and migrating over 20 individual legacy constructs.

Spetcial

Software Engineer Intern

Sunnyvale, CA

Oct. 2018 – Dec. 2019

- Led frontend infrastructure overhaul by governing integration of new modular React components utilized throughout the web application.
- Enhanced application's page loading speed by roughly 40% by implementing resource splitting and lazy loading.

PROJECTS

Coderpad

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

Text Drive

- Launched a text storage application for users to create and share snippets of text or code through uniquely generated links.
- Optimized backend API to efficiently generate a UUID for each text snippet in order to optimally store and retrieve thousands of records and to avoid duplication and collisions.