

# Daniel Park

## Experience

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### Software Engineer at Samsung Electronics

San Jose, CA. November 2014 – May 2015

- Developed an Android app to discover and control smart devices through UPnP, Bluetooth, and RESTful APIs.
- Implemented a dynamic user interface for different devices depending on user's context.
- Developed Arduino code for interfacing sensors, usb-to-serial drivers in Android, and device firmware code in C.

### Software Engineering Intern at Apple Inc.

Cupertino, CA. May 2014 – August 2014

- Significantly reduced reporting latency by automating report generation of hardware prototype testing.
- Migrated diagnostics data into a SQLite database and created a UI in AngularJS for querying and generating reports.
- Led migration from outdated Bootstrap UI and AngularJS versions to new AngularStrap.
- Placed top 10 out of 1000 interns for Intern Idea Contest. Idea now realized and implemented.

### Software Engineering Intern at Zynga

San Francisco, CA. August 2013 – December 2013

- Optimized the Poker game server performance by fixing latency issues associated with legacy code.
- Fixed bugs across the game and implemented 25% of tests for all First Time User Experience scenarios.
- Streamlined the ramp-up process for developers to easily create their own automation tests by creating internal API.
- Consolidated backend code relating to the Poker API and internal tools.

### Software User Interface Intern at Vdopia Inc.

Fremont, CA. May 2013 – August 2013

- Oversaw the entire product cycle of designing and implementing the company's products page on mobile platforms.
- Created working prototypes of Android/iOS/web applications by working closely with the product management team.
- Formulated user flows, wireframes, concept diagrams, conceptual information architecture diagrams, and user scenarios.

### Database Assistant at KPFA Radio 2012

Berkeley, CA. September 2012 – November

- Debugged issues with data integrity, duplicate entries within Pervasive SQL.
- Responsible for updating and maintaining the MemSys Database for KPFA memberships.

## Skills

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**Mobile:** Android, UIAutomator, Selenium, Selendroid, Appium, Swift/iOS (beginner)

**Languages:** Python, Java, C, Ruby on Rails

**Web Development:** JavaScript, AngularJS, HTML5, CSS, Node.js

**Database:** SQLite, MySQL, Pervasive SQL

**API:** Nest, Facebook, Google Chrome, Yelp, NextBus, Wolfram Alpha

**Miscellaneous:** Arduino, bluetooth, UPnP, mDNS, Hadoop (MapReduce), Linux, git, svn, JUnit, Scrum

## Education

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### University of California, Berkeley

Computer Science, B.A. GPA: 3.0

June 2011 – August 2014

## Personal Projects On Google Play Store

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### LoLReady

- Android app for displaying the regional server statuses of the game, League of Legends, through the Riot API.

### SmartMo

- Android remote control app for Samsung Smart TV. Implemented using Base64 encoding algorithm for sending keycodes to the TV.

### Firestore Chat

- Android group messaging application using the Firestore API and database.