

Daniel P. Wong

Castro Valley, CA & San Luis Obispo, CA

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Education

Cal Poly - SLO

San Luis Obispo, California

B.S. IN COMPUTER SCIENCE, MATH MINOR, IN MAJOR GPA: 3.50, OVERALL GPA: 3.46

Expected: Jun. 2019

- Involvement: Dean's List 2015/2017, White Hat Security Club, Computer Engineering Society

Experience

Sentient Energy

Santa Clara, California

SOFTWARE ENGINEER INTERN

Jun. 2017 - Sep. 2017

- Created programs to aid the QA team to execute tests on embedded systems
- Implemented Machine Learning techniques to extract important information from log files
- Designed and implemented a framework using Selenium to Automate UI Testing
- Developed more efficient scripts to reduce the run time for building a debugging classifier by 20%

Microcon

San Luis Obispo, California

FULL STACK ENGINEER

Sep. 2016 - Jun. 2017

- Designed the frontend and backend of the Panera Employee Portal with .NET to allow Panera employees to update their information
- Developed complex SQL scripts to efficiently query the database with maximum code reusability
- Integrated the Employee Portal with eHRSuite to synchronize all data and information about the employees
- Reduced redundancies in the backend of the platform to increase scalability for the increasing number of clients

Projects

Facial Recognition Authentication for Clover Devices

San Francisco, California

BACK END ENGINEER

Jun. 2017 - Present

- Developed middleware for Clover Payment Devices to prevent fraudulent activity via Facial Recognition
- Developed a facial recognition program using TensorFlow to detect whether or not the user is the person authorized to use the credit card
- Integrated Clover's SDK to create a custom tender option that takes a picture of the person checking out to identify whether or not the person is fraudulent
- Deployed a server to handle the requests for authenticating a user from the Clover device
- Implemented Firebase to handle the intermediary exchanges between the user's data and classifier to authenticate a user correctly

C Machine Learning Library

San Francisco, California

TEAM LEAD

Jun. 2017 - Present

- Designed commonly used machine learning models to support our Hackathon team's artificial intelligence applications
- Wrote a small scaled library in C to reduce overhead and redundancies commonly found in libraries created for higher level languages

Text File Compression

San Luis Obispo, California

SOLO

Oct. 2016 - Nov. 2016

- Implemented Huffman Coding to compress text files in Java and C
- Designed complimentary encoding program to compress files into characters to serve an educational purpose for those learning how compression works

Flash Card iOS Study Tool

San Luis Obispo, California

ENGINEERING LEAD

Oct. 2015 - Dec. 2015

- Developed an iOS application to help groups of students study together with a flashcard like application
- Used Swift and MongoDB to allow local and remote storage for the data necessary for the application

Skills

Programming Python, C/C++, Scala, JAVA, Node.JS, Swift, C#

Web Django with Python, Express with Node.JS, HTML5