Danny Lan

3A Computer Science and Business Administration Student

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SUMMARY OF QUALIFICATIONS

- Languages: Swift, JavaScript, Objective-C, Python, Kotlin, C++, Bash
- APIs and Frameworks: Firebase, Node.js, React, MobX, Screwdriver.cd
- Participated in open-source projects, have contributed to **Node.is**
- Interested in custom-built and impactful software solutions that make for a great user experience

WORK EXPERIENCE

YAHOO/VERIZON MEDIA - SOFTWARE ENGINEER

Sunnyvale, CA Jan - Apr 2019

- Developed features for Analytics and Push Notification Objective-C SDKs for internal app development
- Worked on Mobile Platforms team to support Yahoo Mail, Finance, Sports, Tumblr, and HuffPo apps
- Contributed to a Screwdriver.cd CICD pipeline while also delivering comprehensive Unit Tests
- Created Bash scripts to monitor file size and memory optimization for iOS applications

MARLENA BOOKS - IOS DEVELOPER

Kitchener, ON May - Aug 2018

- Worked with iOS team to create e-reader app with accessibility for individuals with dementia
- Built intuitive UI to complement the functions of the app using object-oriented principles in Swift
- Integrated Firebase Authentication, Database, Storage to manage users, data, and files
- Implemented serverless Node.js microservices for backend including emailing lists and validation

PROJECTS

INCITE - EFFORTLESS CITATION GENERATOR

Sept 2018 - July 2019

- Built a Chrome Extension to cite websites in MLA, APA, Chicago, and Harvard format on the fly
- Used React to build an effective and intuitive interface with MobX to manage state
- Utilized a web scraper model to seek citation information and provide it to users in a friendly way

BETTERPD/EMPLOYABILITY - SUPERIOR JOB SEARCH

Feb - Jun 2018

- Prototyped a website using HTML5, CSS, JS, and Python to help Waterloo students find better coops
- Envisioned MySQL to manage user login system and store relevant data including interview questions
- Networked with employers, alumni, and current students to collect accurate, relevant information

NIGHTBALL - MOBILE GAME FOR IOS AND ANDROID

Feb 2017 - Aug 2018

- Coordinated with a partner to develop an arcade style game for iOS, with 100+ downloads
- Developed in Swift with the SpriteKit and SwiftyStoreKit frameworks in addition to visual/audio assets
- Contributed over 1000 lines of documented code with Git version control
- Ported application to **Android** using Gamemaker Studio engine

EDUCATION

UNIVERSITY OF WATERLOO AND WILFRID LAURIER UNIVERSITY

2017 - Present

Candidate for Bachelor of Computer Science (BCS) (Waterloo) and Business Administration (BBA) (Laurier)

Relevant coursework: Functional Programs, Data Structures, Object Oriented Programming, Algorithms

AWARDS

- University of Waterloo President's Scholarship of Distinction awarded for above 95% entrance average
- 2018 BDO New Venture Competition Semi Finalist Lazaridis School of Business & Economics