

Daniel Jiang

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Education

Bachelor of Mathematics | University of Waterloo

May 2023

Major in Computer Science, Major in Combinatorics and Optimization, Minor in Statistics

Experience

Software Engineer

May 2022 - December 2022, June 2023 - August 2025

Yugabyte

Remote

- Implemented YugabyteDB's open source UI (React + Typescript front end, Go back end), which on release significantly improved the new user experience, and also improved the sales team's ability to give demos to potential new clients
- Maintained the UI by implementing various feature requests from both internal and community users, performing security upgrades, writing automated tests, and fixing issues
- Maintained and enhanced the yugabyted Python script for starting YugabyteDB instances
- Improved the performance monitoring capabilities of the core database (C++) by adding new metrics to be recorded, and improved the core database's built in web UI (C++ server rendered HTML) by adding JSON endpoints for information previously only obtainable by parsing HTML pages

Software Engineer

September 2021 - December 2021

NextRoll

Remote

- Implemented REST APIs for a Dockerized Go service + PostgreSQL database backend
- Created and documented a new development workflow for Google Tag Manager (GTM) template development, and wrote web, client, and server GTM tag templates
- Performed AWS RDS PostgreSQL database migrations with AWS DMS and Terraform

Software Engineer

January 2021 - April 2021

Fundserv

Remote

- Analyzed existing full-stack software services (Spring Boot microservice backend, Angular frontend), then identified and implemented improvements to remove dependencies between the back end microservices and the front end
- Fixed bugs and wrote unit tests and integration tests for Spring Boot microservices

Web/Mobile Applications Test Associate

May 2019 - August 2019

FLIR Systems

Waterloo, Ontario, Canada

- Designed and implemented automated tests with Cucumber, Java, and Selenium
- Introduced virtualization to facilitate testing in Windows and Linux environments
- Performed manual testing, issue reporting and bug-fix verification

Skills

Languages: Go, Typescript, Javascript, Java, C++, C, Python, HTML, CSS, R, GDScript

Frameworks/Tools: React, Vite, MUI, Docker, Node.js, RMarkdown, WebAssembly, Three.js, Godot