DUNG DONG

+1 (669) 282-9116 | dongtandung2001@gmail.com | San Jose, CA, USA | linkedin.com/in/danieldong2001/ |
github.com/dongtandung2001 | dungdong.dev/

EDUCATION

San Jose State University   **August 2024 - May 2026**
Master's, Software Engineering
- Relevant Coursework: Enterprise Distributed Systems, Software Systems Engineering, Enterprise Software Platforms.

San Jose State University   **August 2021 - May 2024**
Bachelor's, Computer Science   *GPA: 3.7*

PROFESSIONAL EXPERIENCE

Amazon Web Services   **Santa Clara, CA, USA**
SDE Intern   *May 2025 - August 2025*
- Added trust-mode to the AWS language server to improve developer flow by auto-approving shell commands with security guardrails that require explicit user approval for detected destructive/unsafe operations, resulting in 70% internal adoption across IDE plugins within 3 weeks.
- Implemented keyboard shortcuts for agent execution controls in the Amazon Q IDE plugins to keep developers hands-on-keyboard and cut pointer use, resulting in 60% of agent actions triggered via shortcuts.
- Enhanced automation scripts for local build generation, reducing manual setup effort by ~40% and accelerating testing cycles.
- Inherited and extended mynah-ui's event-driven, native DOM architecture to ship a reusable dropdown form component supporting rich menu layouts and responsive styling (beyond the native <select>); integrated into the Amazon Q IDE extension in VS Code, with Playwright E2E coverage.

Rockliffe Systems   **Remote**
Software Engineer Intern   *June 2024 - August 2024*
- Modernized stack with Astro (SSG) + Vue islands, Tailwind, TypeScript, reducing shipped JS and simplifying maintenance (clearer module boundaries, fewer ad-hoc templates).
- Improved median LCP by ~40% (Lighthouse) through Astro SSG, asset pruning, and CDN caching.
- Replaced hardcoded pages with REST APIs backed by an SQL database and introduced basic caching to stabilize response times.
- Migrated core business logic from C# to TypeScript to unify the stack and simplify maintenance, validating with parity tests

SJSU Software and Computer Engineering Society   **San Jose, CA, USA**
Software Engineer Intern   *May 2023 - August 2023*
- Built a music-streaming Discord bot (Node.js, Discord.js, ytdl-core / play-dl) with play/pause/skip/search and per-server in-memory queues to minimize latency and eliminate unnecessary infrastructure overhead
- Instrumented runtime metrics with Prometheus and created Grafana dashboards to monitor performance and basic health.
- Containerized & deployed via Docker and Docker Compose over SSH, enabling straightforward updates and rollback.

PROJECTS & OUTSIDE EXPERIENCE

Multifunctional Discord Bot   **San Jose, CA, USA**
Python, discord.py, yt_dlp, OpenAI API, Langchain, Docker, AWS ECS   *February 2024 - May 2024*
- Created a multi-functional Discord bot serving 1000+ users, integrating OpenAI GPT-4 API for natural language processing and yt_dlp for Youtube music streaming with 99% uptime.
- Developed intelligent image processing system using Tesseract OCR, enable interactive Q&A with text content from images.
- Engineered intelligent document Q&A system using RAG architecture and OpenAI embeddings, enabling real-time semantic search and contextual responses for user-uploaded PDFs.
- Containerize the application binaries using Docker Compose and deploy them to AWS ECS automatically by creating a pipeline in GitHub workflows, reducing deployment time by 70%, achieving zero-downtime updates and reduce human mistakes.

SKILLS

Skills: Python, TypeScript, JavaScript, Java, Node.js, Express.js, React.js, Next.js, Vue.js, Astro.js, MongoDB, MySQL, Git, Docker, HTML/CSS, Tailwind CSS, AWS, Google Cloud Platform