

# Daniel Sung

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🏠 <https://dssung.github.io/>

## Education

University of California  
San Diego, 2017  
Computer Science B.S

## Languages

JavaScript - ES6  
HTML/CSS  
Java  
Python  
Swift  
C/C++

## Skills

### Front-End

React/Redux  
AngularJS  
jQuery  
Bootstrap  
Material-UI  
Sass

### Back-End

Node  
Express  
MongoDB  
Mongoose  
GraphQL  
Spring  
MySQL

### Tools

npm  
Webpack  
Unit Testing  
Git  
Unix  
Jira

## Coursework

Algorithms  
Data Structures  
Software Engineering  
UX Design  
Web Client Languages  
iOS Development  
Databases

## Experience

### DMAI

January 2019 - Present

Front-End/Full Stack Engineer

- Created a multimedia front-end chatbot npm package using React/Redux. Takes in JSON objects and react props for displaying messages, media, handling user preferences etc. Callbacks in props for handling user input (text, audio). Implemented Google TTS for autoplaying audio functionality.
- Work collaboratively with UI designers, QA, back-end engineers and project managers to meet discuss product features and meet product deadlines.,
- Built front-end components for project dashboard with folder sharing, login and authentication using JWT, app navigation and breadcrumbs using react-router (React/Redux).
- Implemented and called backend GraphQL mutations/endpoints with asynchronicity and robust error handling using redux-thunk
- Extended and updated backend routes and endpoints using GraphQL, Mongoose/MongoDB and node.js for improved functionality and compatibility. Incorporated mongoDB transactions for data enforcing and atomicity.
- Designed and built mongoose schemas and CRUD for optimizing querying and data mutations
- Refactored code to improved load efficiency for editing tool using react-sortable-tree
- Established persistency in app data throughout tabs and windows using localStorage/sessionStorage and redux.

### Playstation

May 2018 - August 2018

Front-End Engineer Intern

- Rebuilt existing AngularJS Sandbox web app using React, Bootstrap 4 and Webpack
- Improved UI of input form and layout for simplicity and ease of use
- Implemented video player timeout configurations to open source project HLS.js
- Refactored code to be more DRY, responsive and extensible

### Naver Webtoons

February 2018 - May 2018

Full Stack Developer - Analytics

- Refined millions of rows of raw log data into insightful data values (Unique readership, reader retention, growth)
- Implemented and maintained 15+ daily scheduled Java Spring Batch processes
- Optimized batch process runtimes by taking advantage of data structure, manipulation in memory, database insertion techniques and joining existing tables
- Visualized data into graphs and editable spreadsheets using HandsOnTable and HighCharts.

## Projects

### Jobs Dashboard

[job-hunter-app.herokuapp.com](http://job-hunter-app.herokuapp.com)

Node, Express, React, Redux, Mongoose, Material-UI, Sass, Webpack

- Built RESTful API using Node and Express routes and designed schema using mongoose
- Integrated Indeed API for job search functionality based on input filters
- Designed and implemented modal, grid and forms components using React and Material-UI

### UCSD Basketball iOS App

[dssung.github.io/UCSD\\_Basketball](https://dssung.github.io/UCSD_Basketball)

Objective - C, xCode

- Created parser to scrape player and team stats from UCSD Athletics site's HTML table
- Obtained links to schedule, scores and news through UCSD Athletics' RSS feed