

Daniel Sung

✉ daniel.sho.sung@gmail.com
☎ 951-332-1800
🌐 linkedin.com/in/daniel-sung
🏠 dssung.github.io

Education

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

Languages

JavaScript - ES6+
HTML/CSS
Java
Swift
Python

Skills

Front-End

React/Redux
React Native
jQuery
CSS-in-JS (styled-components)
Adaptive Layouts

Back-End

Node/Express
GraphQL/Apollo
REST
MongoDB
Firebase
MySQL
Mongoose
Spring Batch

Tools

Webpack
npm/yarn
Jest/Enzyme/Cypress
Git
Unix
Jira

Coursework

Algorithms
Data Structures
Software Engineering
UX Design
Web Client Languages
Databases

Experience

DMAI

January 2019 - Present

Front-End/Full Stack Engineer

- Created a chatbot UI library using **React/Redux/Webpack** that receives a proprietary task-oriented language to create interactive lessons for k-12 students
- Built companion parent mobile app using **React Native** that visualizes children's progress and schedule, allow changes in child app's settings and verifying code for hardware through **HTTP**.
- Created a nested navigation (stack, switch, drawer) using **react-navigation**, handled state management using **react-redux**
- Set up push notifications and handled push notification settings using **Firebase Cloud Messaging** and **Expo**.
- Maintained **Firebase** functions and **RealtimeDB** for user authentication and storing data
- Implemented **React** components for a CRUD app that allows teams and users to author dialogue in the proprietary language with admin/user hierarchy and project sharing.
- Implemented and called **GraphQL** mutations using **Mongoose** and **node**.
- Architected database schema in **mongoDB** for efficiency and scalability
- Established persistency in app data throughout tabs and windows using storage and **redux**.
- Carried out integration and unit testing using **Jest** and **Enzyme**
- Work collaboratively with UI designers, QA, back-end engineers and project managers to discuss product features and meet product deadlines

Playstation

May 2018 - August 2018

Front-End Engineer Intern

- Rebuilt existing **AngularJS** Sandbox web app using **React**, **Bootstrap 4** and **Webpack**
- Implemented video player timeout configurations to open source project **HLS.js**

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, **MySQL** database insertion techniques and joining existing tables
- Visualized data into graphs and spreadsheets using **Hands On Table** and **HighCharts** libraries

Projects

Jobs Dashboard

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

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