Daming Wang

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EDUCATION

Colorado School of Mines

M.S. in Computer Science (GPA: 3.86)

2023 - 2024

Graduation: 12/2024

B.S. in Computer Science with a focus in Data Science (Magna Cum Laude, GPA: 3.78)

2019 - 2023

3x CMAPP Scholar with Datava, Salesforce, Pax8 | 4x Dean's List Honor | Alpha Phi Omega Fellowship Chair

SKILLS

- Proficient Languages: Java | Python | JavaScript | TypeScript | C++ | Kotlin | PHP | HTML | CSS | SQL
- Frameworks: Spring MVC | Spring Boot | Node.js | Express.js | Vue.js | React
- Databases: PostgreSQL | MySQL | MongoDB | Redshift | S3
- Cloud & Tools: AWS | Docker | Kubernetes | Kafka | Git | Terraform | Airflow | Spark | Tensorflow | Pandas
- Other skills: Agile methodology | Technical documentation/knowledge base writing | Chinese fluency

WORK EXPERIENCE

Datava, Golden, CO | Software Engineer Intern | 05/2024 - 08/2024 | (PHP, JavaScript, MySQL, AWS)

- Designed and executed robust unit and integration tests using **Codeception** and **PHPUnit**, achieving over 80% test coverage for five modules' API endpoints, encompassing 10,000+ lines of business-critical logic.
- Steered a team of 3 engineers and automated data validation processes for API requests, accelerating validation tasks by 50%, improving system reliability through test-driven development (TDD) practices.
- Spearheaded **Git** version control management for a multi-developer team, resolving 30+ complex merge conflicts and ensuring seamless **CI/CD** deployment via **Amazon Web Services**.

Pax8, Greenwood Village, CO | Junior Software Engineer | 05/2022 - 12/2023 | (Spring Boot, Java, Kotlin, AWS)

- Engineered a distributed event-driven architecture utilizing **Kafka** to bolster big data analytics pipelines, resulting in a 40% reduction in data processing latency. Deployed the Kafka clusters on **Kubernetes**.
- Migrated 4 monolithic applications to Spring Boot microservices; maintained and documented API endpoints.
- Automated customer billing workflows by designing and deploying Cron jobs for scheduled credit memo delivery, reducing manual overhead by 4 hours/week.
- Established a streamlined alert system using **Sumo Logic** dashboard to monitor backend processes, reducing incident response time by 30 minutes per event.

Payne Institute, Golden, CO | Application Developer | 08/2021 - 05/2022 | (React, Google Cloud, Cloudflare)

- Constructed an interactive Gas Flare mapping web application using ArcGIS API, enabling users to visualize and analyze gas flaring data by querying desired features.
- Hosted and managed the application on Google Cloud with Apache and Cloudflare, ensuring 99.9% uptime.

BurstIQ, Denver, CO | Software Engineer Intern | 08/2021 - 12/2021 | (TypeScript, HTML, CSS, Bootstrap)

- Designed and developed a blockchain-based web application to facilitate chemotherapy medication donation.
- Redesigned the on-chain data models and data ownership; connected the user interface to the blockchain database through REST API calls, enabling medication inventory management and user registration.

Colorado School of Mines, Golden, CO | Teaching Assistant | 08/2021 - 12/2021 | (Bash, Linux/Unix, Scripting)

Mentored over 50 students in mastering Linux OS and Bash scripting, facilitating hands-on workshops that led
to a significant increase in student proficiency during course evaluations.

Esri, Redlands, CA | Solution Engineer Intern | 05/2021 - 08/2021 | (JavaScript, HTML, CSS, ArcGIS API)

- Developed an interactive hiking web application leveraging Esri's ArcGIS API for geospatial data analysis.
- Transformed the web application into a sales enablement tool, integrated it into the company repository, and empowered teams with customer-facing demo resources, improving engagement and client acquisition.

PROJECTS (more on github.com/dwang917)

Al Chatbot App with audio support (https://github.com/dwang917/ChatBot-App):

• Developed a native MacOS AI assistant app using **OpenAI's GPT API**. The app stores and retrieves chat histories and supports audio input for voice-based interactions, enhancing user accessibility.

Clue Game (https://github.com/dwang917/ClueGame):

 Led a team of 2 developers and implemented a multi-player board game with a fully functional GUI using Java, JUnit, and Swing. The game allows users to initialize gameplay based on different input files.