Daniel Yuan

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EDUCATION

Georgia Institute of Technology

M.S. Computer Science

Aug 2023 - May 2024

Atlanta, GA

Georgia Institute of Technology

B.S. Computer Science

Aug 2020 - May 2023

Atlanta, GA

- Faculty Honors/Dean's List, Honors Program, 3.96/4.0 GPA
- Undergraduate Teaching Assistant for ISYE 3770 Statistics and Applications

WORK EXPERIENCE

Scale AI Jan 2023 – Present

Software Engineer Intern

San Francisco, CA

- Delivered an overhaul of a Python model training orchestration service, boosting ML iteration speed by 10x
- Researched and enforced cost-saving measures for long-running training jobs, saving infra costs ~\$3k/week
- Designed telemetry system using Datadog to quantify speedups of >2x per user workflow produced by features
- Piloted snapshot workflow end-to-end, migrated 13 snapshots in Postgres, and authored 7+ FastAPI endpoints

DoorDash May 2022 – Aug 2022

Software Engineer Intern

San Francisco, CA

- Engineered the adoption of an authoritative and real-time gRPC API platform centralizing all delivery events
- Onboarded 2 production services to dual write 16 event categories and A/B tested for accuracy during rollout
- Created a Kafka consumer and CockroachDB table in Kotlin and SQL, populating values for 99% of events
- Launched and visualized a 15% increase in event observability using Chronosphere and validated database parity

UKG May 2021 – Aug 2021

Software Engineer Intern

Weston, FL

- Strengthened a scalable MuleSoft and Java solution transforming millions of HCM records to a CQRS datastore
- Led an efficiency boost of 20% that reduced integration runtime and decluttered logging through bulk upserts
- Implemented 2 high-availability APIs using SQL and C#, greatly simplifying data collection for aggregates

Altrui Foundation Oct 2020 – Mar 2021

Software Engineer

Holmdel, NJ

- Developed a full-stack platform that routed over \$40 million in medications from manufacturers to distributors
- Utilized Django and Django REST framework to maneuver data in a scalable MySQL database hosted on AWS
- Translated business requirements into code by streamlining charitable transfers into a centralized 5-step process

PROJECTS

GT Esports Teamfight Tactics Bot

Jan 2022 – Present

- Engineered a Discord bot to handle on-the-fly tournament management and automatic ladder snapshots
- Analyzed match history and assigned placements to Discord users using the Riot Games API and Node.js
- Pioneered a vibrant competitive esports scene with 50 unique players registered with the bot across tournaments

SKILLS

Programming Languages: Python, TypeScript, Java, Kotlin, JavaScript, C++, C, SQL

Technologies & Frameworks: Backend (FastAPI, Node.js, OpenAPI, gRPC), Infrastructure (Docker, Kubernetes), Cloud (AWS DynamoDB, Google Firebase), Observability (Datadog, Chronosphere), SWE Tools (Git, GitHub, Jira)