

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

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

WORK EXPERIENCE

Roblox

Software Engineer Intern

May 2023 – Aug 2023

San Mateo, CA

- Architected novel workflow to enable users to write jobs in SQL, servicing 90% of new data streaming pipelines
- Enhanced real-time streaming platform with open-source Apache Flink to be production-ready with 4+ APIs
- Developed innovative Flink serialization format to parse Confluent Schema Registry's Protobuf Kafka messages
- Equipped 8+ Kubernetes clusters with visibility into per-job cost attribution and pod-level metrics and usage

Scale AI

Software Engineer Intern

Jan 2023 – Apr 2023

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 of ~\$100k/year
- Engineered a standalone Docker image building service via custom Helm charts to back 2+ core services
- Piloted snapshot workflow end-to-end, authored 7+ FastAPI routes, and designed a Datadog telemetry system

DoorDash

Software Engineer Intern

May 2022 – Aug 2022

San Francisco, CA

- Orchestrated 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

Software Engineer Intern

May 2021 – Aug 2021

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

PROJECTS

GT Esports Teamfight Tactics Bot

Jan 2022 – Present

- Engineered a Discord bot to handle on-the-fly tournament management and automatic ladder snapshots
- Assigned placements to Discord users and captured event metadata 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, Java, TypeScript, Kotlin, JavaScript, C++, C, SQL

Technologies & Frameworks: *Backend* (FastAPI, Node.js, OpenAPI, gRPC), *Infrastructure* (Docker, Kubernetes), *Big Data* (Apache Kafka, Apache Flink), *Cloud* (AWS), *Observability* (Datadog), *SWE Tools* (Git, GitHub, Jira)