

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, 3.95/4.0 GPA

WORK EXPERIENCE

DoorDash
Software Engineer Intern

May 2022 – Aug 2022
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
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
- Unified structure of aggregate flows to promote readability and rebuilt reporting to be clear and accurate

Altrui Foundation
Software Engineer

Oct 2020 – Mar 2021
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
- Designed robust profiles, forms, and API endpoints to safely receive requests from the platform's users

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

Google Developer Student Challenge 2021 (Solu)

Jan 2021 – May 2021

- Created a mobile app as a team promoting sustained activism following the UN's 10th SDG, reduced inequality
- Architected the backend API with Express.js and Google Firebase's Datastore and Cloud Functions
- Implemented a gamification system, app notifications, and dynamic impact facts for users to track progress

SKILLS

Programming Languages: TypeScript, JavaScript, Java, Kotlin, C, Python, SQL, HTML/CSS

Frameworks & Technologies: Node.js, Express.js, Django, gRPC, Jira, Git, GitHub, Google Firebase, AWS DynamoDB, Gradle, MuleSoft, Chronosphere