

DANIEL ZHANG

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Education

University of Toronto

Sept. 2019 - Apr. 2023

Honours Bachelor of Science, Computer Science (Co-op)

- Specialist in Computer Science - Software Engineering Stream
- CGPA: 3.46 / 4.0

Skills

Languages: Java, Javascript, Python, Typescript

Frameworks & Tools: AWS, Angular, Docker, Flask, MongoDB, Node.js, PostgreSQL

Concepts: Agile Methodologies (Scrum, Kanban), APIs (REST), CI/CD, OOP

Work Experience

Caseware | Software Developer - Hybrid Cloud

Jan 2022 - Aug. 2022

AWS / Java / New Relic / Spring Boot / Spring Cloud Gateway

- Developed a new routing microservice, reducing software hang time by over **30%** as well as creating a worldwide impact on reliability across **millions** of users
- Integrated code analysis with the build pipeline, allowing developers to detect security flaws and code weaknesses before a feature is deployed
- Created a monitoring dashboard to keep track the statuses of deployed microservice instances, allowing users to quickly detect when a situation arises as well as the impacts on other services

Skatescribe | Full Stack Developer

May 2021 - Aug. 2021

Angular / Docker / Electron / Flask / PostgreSQL / Python

- Engineered an automated tooling system, removing the need for manual tool lifespan tracking and replacement which reduced the need for human intervention by **70%**
- Spearheaded a new communication and safety system between all services, allowing operators to detect operational errors and prevent any unwanted operations
- Utilised Pandas & NumPy to transform, validate and load datasets of **2000+ coordinates** resulting in a **99.99%** accurate representation of scanned skate blades profiles

Projects

Easy Apply

AWS / Express / Figma / MongoDB / Node / React

- Designed and developed in a team of 5 a minimum viable product for a job search website in which users can create an account and apply for jobs with the with a click of a button
- Led the team in UI/UX design, producing a visual appealing and simplistic product

Asteroids

Java

- Used Java Swing and OOP to recreate Asteroids™ along with new features like power ups
- Smoother gameplay produced through the continuous cycle of testing and troubleshooting software for bugs and unintended gameplay