

Daniel Ng

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EDUCATION

University of Wisconsin Madison

College of Letters and Sciences

BS in Computer Science

Expected Grad. May 2019

Cum. GPA: 3.2

SKILLS

Languages:

Java, Javascript, HTML, CSS, C, C++,
SQL, LaTeX

Frameworks:

Android Studio, GameMaker,
Eclipse, Twitter Bootstrap

COURSEWORK

Past:

Introduction to Java

Data Structures

Introduction to Computer

Engineering

Machine Organization

Discrete Math

Artificial Intelligence

Theory and Practice in CS Education

LANGUAGES

English (Fluent)

Cantonese (Conversational)

Mandarin (Basic)

10.24.2017

EXPERIENCE

Computer Science Learning Center

CSLC Tutor

Jan 2017 – May 2017

Madison, WI

- Tutored students taking Introduction to Java, Introduction to Python, and Data Structures

Informatics Skunkworks

Research Assistant

Sept 2016 – Dec 2016

Madison, WI

- Used Tensor Flow to build a neural network to predict missing data in a time series for the properties of Perovskites to predict their stabilities.

L2 Computer Inc.

Laptop Repair Trainee

June 2016 – Aug 2016

New York City, NY

- Diagnosed hardware and software issues with specific MacBook models and replaced defective hardware to restore the MacBooks.

Learning Representations and Tech Lab

Research Assistant

Sept 2015 – May 2016

Madison, WI

- Conducted interviews, monitored the eye tracker, typed transcripts, and managed research data.

AWARDS

Madhacks

Created a game using Game Maker Studio: 1.4 and won the Hacker's Choice award at the University of Wisconsin Madison

Huskie Hack

Digitalized the ToastMasters evaluation process and won the Excellence award at Northern Illinois University.