

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: 3.3

SKILLS

Languages:

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

Frameworks:

React, NodeJS, Twitter Bootstrap,
Android Studio, GameMaker,
Eclipse

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)

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.

PROJECTS

Madhacks

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

Indecision App

A React web app which helps users make decisions by randomly selecting an option among the user's inputs.

12.23.2017