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, Python, Javascript, HTML,
CSS, C, C++, SQL, LaTeX
Frameworks:
React, 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)

12.04.2017

EXPERIENCE

Computer Science Learning Center   Jan 2017 – May 2017
CSLC Tutor   Madison, WI
- Tutored students taking Introduction to Java, Introduction to Python, and Data Structures

Informatics Skunkworks   Sept 2016 – Dec 2016
Research Assistant   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.   June 2016 – Aug 2016
Laptop Repair Trainee   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 Sept 2015 – May 2016
Research Assistant   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.