

# 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:

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)

10.26.2017

## 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.