**Daniel Phang**

Seattle, Washington

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**Experience**

**Microsoft**

**Redmond, WA**

*Software Engineer II*

*April 2019 – Present*

Analyzed performance data and optimized legacy backend code for SharePoint Classic Publishing sites, improving query caching and CPU-heavy operations such as HTML rewriting.

Designed and implemented quality-of-service dashboards and performance frameworks to dynamically de-tect performance issues across 400+ top companies.

Improved data processing scripts that analyze daily site performance data for 1000+ companies, perfor-mance incidents, and engineering system health.

**Amazon.com**

**Seattle, WA**

*Software Development Engineer II*

*October 2016 – January 2019*

Designed and implemented ordering and accounting workflows to launch Prime Wardrobe US/UK/JP, a try-before-you-buy program for clothing, jewelry, and shoes.

Reduced the US Prime Wardrobe non-payment rate significantly by implementing additional validations based on customer behavior patterns.

Optimized Prime Wardrobe’s Redshift cluster by intelligently distributing workloads, reducing peak CPU usage from 95% to 50% and peak disk usage from 90% to 60%.

Migrated Prime Wardrobe’s accounting backend to a next-generation plugin-based service, allowing for easy future integration with other retail programs.

*Software Development Engineer I* *June 2014 – October 2016*

Implemented critical detail page and globalized item publishing features to help launch the *Rest of World* project, which enabled customers from 200+ countries to purchase digital software and video games.

Designed and implemented an automated accounting solution for the Digital Software & Video Games business, reducing the work required in monthly accounting close from 10+ hours to 2 hours.

Created an internal Django website for vendor managers to manage pricing, blacklisting, and inventory for software and video games, reducing monthly operational time spent from 20+ hours to 10 hours.

**Crunchyroll**

**San Francisco, CA**

*Engineering Intern*

*June 2013 – August 2013*

Developed a new version of Crunchyroll’s application for the Roku platform.

Worked with a designer to revamp the application’s user interface, improved HD video playback, and im-plemented a multilingual translations framework.

**Skills**

**Languages:** C#, HTML/CSS, Java, JavaScript, LATEX, Python, SQL

**Software:** Atlassian (Bitbucket, Jira, Confluence), AWS (DynamoDB, EC2, Lambda, RDS, Redshift, S3, SQS), Microsoft (Azure DevOps, Visual Studio), DigitalOcean, Django, Heroku, IntelliJ IDEA, Selenium

**Education**

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| **Lehigh University** | **Bethlehem, PA** |
| *M.S. Computer Science* (**GPA:** 3.96/4.00) | *August 2013 – May 2014* |
| *B.S. Computer Engineering (Minor in Economics)* (**GPA:** 3.77/4.00) | *August 2009 – May 2013* |