# Daniel Ko

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↑ https://ko28.github.io ↑ ↑ ko28 ↑ daniel-ko1

**EDUCATION** 

#### University of Wisconsin - Madison

Madison, WI

B.S. in Computer Science 3.9/4.0 Cumulative GPA

Expected May 2022

Professional Experience

#### Zendesk Software Engineering Intern

Madison, WI Oct 2020 – Present

- Collaborated closely with local and global team members to build large scale, efficient, and safe CI/CD pipelines that deploy to over dozens of servers globally for 300 million end users.
- Created tool to provision a Spinnaker development environment via terraform on AWS, containing a fully-fledged Kubernetes cluster and all of Spinnaker's microservices. Reduced developer setup time from a full day to 10 minutes.

#### TDS Telecom Software Engineering Intern

Madison, WI Sept 2019 – Oct 2020

- Addressed regular production bugs and improvements in enterprise **Java** applications using **JIRA** to prioritize tasks and utilized **CI/CD** pipelines for rapid development and deployment.
- Developed **Python** script that used the **ArcGIS API** to automate uploading service definition files to and from a remote server, increased upload speeds by 80%.
- Developed, refactored, and upgraded legacy Perl web applications and scripts on an Operations Support Systems (NetExpert) server, which interacted with internal RESTful services and SQL servers. Web applications used by more than 1,000 field technicians.

### Juni Learning Computer Science Instructor

Remote Sept 2019 – Jan 2020

3cpi 2013 Jun 2020

- Individually taught 8 students aged 8-16 Scratch, Python, and Java (AP Computer Science).
- Selected to be one of the few trial instructors to represent Juni Learning to prospective students. Successfully taught trial sessions resulting in more than 50% enrollment rate.
- Taught with a pedagogical philosophy based on project-based learning and praxis. Emphasized critical thinking and risk-taking during lessons by presenting myself as a knowledgeable collaborator rather than an source of infallible facts.

## NASA 2019 Student Launch Initiative Chief Hardware Engineer

Madison, WI Sept 2018 – June 2019

- Developed full stack application for our project: *Measurement of Aerosols in Lower Atmosphere Using Optical Detection*.
- Included communication between payload and telemetry module to ground computer using a **XBee** module using serial communication. Ground computer had a **Python** backend which used SciPy and pandas to parse through and analyze telemetry and payload data. **Bootstrap** frontend for interactive dashboard with live 3D model tracking the gyroscope sensor.

Skills

**Programming** Java, Python, Perl, C, MATLAB, SQL, Bash, Go, HTML, CSS, Javascript **Tools** Terraform, AWS, Spinnaker, Git, JIRA, Jenkins, \*nix, LATEX **Languages** English, Korean

Miscellaneous Red Cross Adult and Pediatric First Aid/CPR/AED Certification

**AWARDS** 

- Foreign Language and Area Studies (FLAS) Fellowship, U.S. Department of Education
   STEM Engagement Award (2nd), NASA Student Launch Initiative
- Altitude Award (3rd), NASA Student Launch Initiative 2019
- Social Media Award (2rd), NASA Student Launch Initiative 2019
- 1st Place, Rocket for Schools Competition (cooperation with Gilroy and Ane Lab) 2018, 2019
- National Finalist, Team America Rocketry Challenge 2018