

Daniel Ko

✉ danielhbko@gmail.com/ko@cs.wisc.edu
 🏠 <https://ko28.github.io> · 🐙 ko28 · 🔗 daniel-ko1

EDUCATION

University of Wisconsin - Madison

Madison, WI

B.S. in Computer Science

Expected Dec 2021

3.9/4.0 Cumulative GPA

PROFESSIONAL EXPERIENCE

Zendesk

Madison, WI

Software Engineering Intern

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

Madison, WI

Software Engineering Intern

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

Remote

Computer Science Instructor

Sept 2019 – Jan 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

Madison, WI

Chief Hardware Engineer

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, L^AT_EX

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 2020
- STEM Engagement Award (2nd), NASA Student Launch Initiative 2019
- 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