

Le Danny Yang

Software Engineer whose main goal is writing clean code with the help of design patterns. Eager to learn and easy-going person by nature. Looking for my next challenge as a developer. Eligible to work in the UK.



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github.com/Dannyang27

SKILLS

Java Kotlin

Google Firebase

HTML5 XML

JSON

Android Studio

RESTful Git

MySQL Python3

TDD SCRUM

LANGUAGES

Spanish



English



Catalan



WORK EXPERIENCE

Software Engineer Ocado Technology

01/2020 – Present

London, UK

Achievements/Tasks

- Providing the Geospatial intelligence underpinning the Ocado Smart Platform. From geocoding our customers' locations and calculating the fastest way to navigate to them, to managing the geography of our clients' delivery, retail, and e-commerce operations.

Contact: <https://www.ocadotechnology.com/>

Software Engineer Gentrack UK Limited

12/2017 – 08/2018

London, UK

Software Solutions for Energy and Gas billing.

Achievements/Tasks

- Creating new features for its own utility software, fixing bugs and generally speaking, continuously improving their software. (Java + MySQL)

Contact: <https://www.gentrack.com>

PERSONAL PROJECTS

Kino (02/2019 – Present)

- Android App I have developed using Kotlin as the main language but also used its new features such as Room, Retrofit, Coroutines. The app lets the user to look for any movie they want and check its information (release date, summary, similar movies...). Also, the app shows "Now playing" movies and "Upcoming" ones.
- Github project: <https://github.com/Dannyang27/Kino>

EDUCATION

Computer Science Master Degree Universitat Politècnica de Catalunya

09/2018 – 09/2019

Barcelona, Spain (marks 1st / 8.53 out of 10)

July 2019

- Multilingual Android Chat Application with Kotlin. This project lets all people from every language have a chat with each other using Google Realtime Translation, Firebase and TensorFlow library for detecting objects through images. Further information check this link: <https://github.com/Dannyang27/TFM>

Computer Science Degree Universitat Politècnica de València

09/2013 – 07/2017

Valencia, Spain (marks 2:1 / 8.1 out of 10)

July 2017

- Classical cryptography with Scratch (Final Degree Project). This project is mainly focused on introducing kids into the cryptography world by letting them play with the Scratch Embedded programmes we coded.

ACHIEVEMENTS

Industrial Formal Methods (Special Mention) (09/2015 – 06/2016)

9.1 out of 10

Integration and interoperability (Special Mention) (09/2016 – 06/2017)

9.0 out of 10