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. Elegible to work in the UK.

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📍 London, United Kingdom

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in linkedin.com/in/le-danny-yang-137367118

○ github.com/Dannyang27

SKILLS

Java   Kotlin

Google Firebase

JSON   Git

Android Studio

RESTful   MySQL

TDD   CI/CD   React

Spring Boot

DynamoDB   AWS

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 Bachelor 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