Danliang Wang

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Expected Graduation: Aug 2019

Programming Skills

• Languages: Java, C++, C, Python, SQL, Bash, Javascript, MIPS Assembly

• Technologies: Android, Networking, Distributed Systems, Database, Git, GDB

• Interests: Software Engineering, Infrastructure, Machine Learning, DevOps

EDUCATION

University of Waterloo

Waterloo, ON

Candidate for Bachelor of Computer Science, Honours, Business Option; GPA: 4.00

Sep 2015 - Ongoing

EXPERIENCE

Square

San Francisco, CA

Software Enginee Intern

Sep 2018 - Dec 2018

- o Design and implement Diagnostic Reporter (DR), a system service in SQUID (SQUare AndroID) that collects system wide diagnostic information (such as AOSP bugreport, logs, app-supplied contents), packs in a protobuf and sends to Square server
- o DR can be trigged by multiple sources, including Intent, kernel and native daemon crashes or an attached device
- o DR runs on Square Terminal and Square Register. On Register, it runs on both Seller Facing Device (SFD) and Buyer Facing Device (BFD) and uses TCP for inter-device communication
- Added telemetry to track uptime taken before a device gets network time for the first time after boot
- Created scripts to add Square Register BFD log files in Jenkins by pulling into SFD using adb
- o Migrated Python unit tests to kochiku from hardware test rack
- o Used: Java, C++, Python, Embedded Android, Protocol Buffers, kochiku, pytest

Intel Corporation

Toronto, ON

Software Engineering Intern

Jan 2018 - Apr 2018

- Implemented multiple compiler optimization passes that accelerate CNN workloads for image recognition: Average Pool Pass, Last Convolution Padding Pass, etc., for Intel Deep Learning Accelerator (DLA) Compiler
- o Created Global Average Pool Pass that enabled support for ResNet-101 network with very large input dimensions
- o Improved coverage of various concat topologies with Cascade Concat Pass and Multiple Concat Users Pass
- o Created Convolution Multi-buffer Output Pass which enabled the DLA compiler to support the latest Intel's Deep Learning Inference Engine features
- Developed multiple Python scripts to automate routine tasks
- o Created unit tests for multiple compiler passes by defining new network topologies using protocol buffer
- o Used: C++, CNN, Python, Perforce, FPGA, Caffe, Protocol Buffers

BlackBerry

Mississauga, ON

Software Development Student

May 2017 - Aug 2017

- Prototyped and developed cloud backup and restore feature for BlackBerry Password Keeper
- Developed background events tracking feature for BlackBerry DTEK
- Integrated AMap API into BlackBerry DTEK to support the event location tracking feature in China
- o Developed save, quick settings, edit, RTL features for BlackBerry Notable
- Fixed multiple tricky bugs for existing features in BlackBerry Android Apps
- o Used: Java, Git, Jira, SQLite, Drive API for Android, AMap API, Android Studio

Projects

• Lunar Lander:

- A game in which a player attemps to land a lunar landing module safely on the Moon
- Enabled users to edit terrain with direct manipulation and the ability to undo/redo edits
- o Used: Java, Swing, Direct Manipulation, Undoable Edits, MVC