Danliang Wang

Email: d267wang@uwaterloo.ca http://www.danliang.tk Mobile: +1-780-863-6788Expected Graduation: Aug 2019 Availability: 8 months preferred

Programming Skills

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

• Technologies: Android, REST, AugularJS, Git, Perforce, Agile, GDB

• Interests: Software Engineering, 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

Intel Corporation

Toronto, ON

Software Engineering Intern

Jan 2018 - Apr 2018

- o Implemented multiple compiler optimization passes that accelerate CNN workloads for image recognition: average pool pass, padding pass, etc., for Intel Deep Learning Accelerator Ahead-of-Time Compiler
- Created unit tests for multiple compiler optimization passes by defining Caffe Nets with protocol buffer
- o Used: C++, CNN, Perforce, Protocol Buffers, Python, Google Test

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 track event locations in China
- o Developed save, quick settings, edit, RTL features for BlackBerry Notable
- o 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

Ericsson(ZCOM) Mississauga, ON

Software Integration and Development

Sep 2016 - Dec 2016

- Customized a JavaScript rule engine to generate relationships among XML files
- o Created a Web App to parse certain REST requests
- Used: NodeJS, AngularJS, BootStrap, REST, XML

SynMatrix360 Waterloo, ON

Software Consultant

Feb 2018 - Present

- Developed Intelligent Tuning page for a cloud-based microwave filter design web app
- Developed algorithms to automatically determine margins for return loss, insertion loss, group delay specifications to aid RF engineers meet thermal shift requirements
- Used: AngularJS, BootStrap, Highcharts, LESS

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

• Simple Drawing:

- A drawing application that supports drawing and manipulating strokes
- Enabled users to scale, rotate, duplicate, delete storkes as well as make color and line thickness changes
- o Used: Java, Swing, Hit-testing, MVC
- Simon: An Android version of the Simon game that supports multiple difficulty levels and different number of buttons