

Danny Zou | Software Engineer

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Education

Purdue University

Class of 2019

Bachelor of Science, Computer Science

Relevant Coursework

- CS180 OO-Programming
- CS190 CS Tools
- CS182 Foundations of Comp. Sci
- CS240 Programming in C
- CS250 Computer Architecture
- CS251 Data Structures & Algorithms
- CS252 Systems Programming
- CS307 Software Engineering
- CS354 Operating Systems
- CS373 Data Mining & Machine Learning
- CS390 Virtual Reality Applications
- CS407 Senior Project
- CS408 Software Testing
- CS448 Relational Database Systems
- MA161 Calculus I
- MA162 Calculus II
- MA261 Multivariate Calculus
- MA265 Linear Algebra
- STAT350 Intro to Statistics

Semester Honors: Fall 2016, Fall 2019

Purdue University

Experience

The Michaels Companies, Inc.

Dallas, TX

Lead - Software Engineering

January 2021 - Present

- Served as technical lead for a greenfield C2C marketplace and redesign of the existing B2C platform
- Developed and maintained an in-house front-end design system to promote code reusability and scalability
- Enforced code quality and front-end conventions within a rapidly growing codebase (250k+ LOC)
- Led several SEO and site performance efforts within B2C, C2C, and B2B projects to enhance customer engagement and overall accessibility
- Mentored a team of engineers and provided technical guidance on several projects within the company
- Created and conducted several interviews for potential engineering candidates
- Initiated weekly project builds and ran regression testing to ensure smooth deployment to several environments
- Collaborated closely with product managers and designers to improve overall site experience and define engineering requirements

The Michaels Companies, Inc.

Dallas, TX

Software Development Engineer 2

July 2020 - January 2021

- Implemented various site pages and components in React for a new C2C marketplace platform
- Implemented automated QA scripts through Selenium Grid and ran cross-browser testing within Sauce Labs
- Developed a data visualization POC using Python, neo4J, and Cypher for existing PLM system data

SinoVision

Flushing, NY

Technology Intern

Summer 2017

- Assisted logistics and day-to-day operations
- Fixed systems and hardware of T.V station equipment including recording software and audio/video devices

Projects

StreamPuddle: CS407 Senior Project

React/PHP/SQL

- Online media livestreaming platform built using Nginx and FFMpeg.

Froomie!: CS307 Project

React/Meteor

- Collaborative roommate-matching/social media web app

Web Quest: CS252 Final Project

Node.js/Socket.io

- Online multiplayer medieval RPG game built with the Phaser framework and Socket.io

Shell: CS252 Project

C/C++

- Interactive UNIX shell built with lex and yacc

Skills

Languages: Java, C, C++, C#, Python, R, Swift, JavaScript, HTML5, CSS3

Tools: UNIX, Git, Bash, Node.js, React, AngularJS, Meteor, MongoDB, Phaser, Socket.io, p5.js, Valgrind, SQL, \LaTeX , AutoDesk Maya, Unity, Unreal Engine 4, Xcode, Storybook, Chromatic, bit.dev, neo4J, Cypher, Sketch, Figma

Extra-curricular Activities

Purdue Hackers Club: Developer

Purdue University

- Collaborated with classmates to design and implement various systems and software projects.

Purdue iOS Development Club: Developer

Purdue University

- Discovered and assisted the development of multiple iOS projects including the unofficial Purdue app.