
Daniel Dao

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EDUCATION

The University of Iowa — Iowa City, Iowa
Master of Computer Science - Software Engineering Subprogram December 2017
Overall GPA: 3.93/4.0

The University of Iowa — Iowa City, Iowa
Bachelor of Arts, Computer Science May 2016
Bachelor of Science, Mathematics **Overall GPA: 3.94/4.0**

SKILLS

Languages: Java, Python, C, C#, Ruby, SQL, Swift, JavaScript, HTML, CSS
Software: Eclipse IDE, Visual Studio, IntelliJ IDEA, XCode, MySQL, GIT
Others: MVC, Maven, Spring MVC, JavaFX, Rails, .NET, Bootstrap, Firebase, Hibernate, Selenium Webdriver, Junit, Mockito, PowerMock, Cucumber, Shell, Bash, XML, JSON

EXPERIENCE

Software Engineering Intern November 2015 - May 2017

Lyrical Labs LLC — Iowa City, Iowa

- Worked on and completed a wide variety of projects, which required to quickly learn new tools, technologies, and techniques, with high quality results
- Quickly implemented new features, which was put into production with almost no modification, using Java, Python, XML, JSON, and FFmpeg
- Modified source code to make the code more readable, fix bugs and issues, and improve the performance
- Developed unit testing library using Junit, PowerMock, and Mockito for testing Java source code
- Developed numerous utilities for analyzing, diagnosing, testing, and comparing quality of encoded and transcoded videos as well as testing and debugging issues
- Researched, analyzed, and evaluated AOMedia Video 1 (AV1) codec
- Successfully ported the infrastructure from Windows to Linux

PROJECTS

MovieTime Application Fall 2017

iOS App Development course - The University of Iowa

- Designed and built a movie tracking app using Swift allowing users to find and view movies using TMDB API, submit movie reviews and ratings stored in Firebase, get push notifications, get movie recommendations using machine learning, etc.

xWin Program Spring 2017

Software Engineering Project course - The University of Iowa

- Built a Windows program enabling users to use a XBox360 controller in place of a keyboard and mouse to drag and drop files, browse websites, launch favorite programs, get word suggestions and auto-complete words as user types, etc.

Badreads Web Application Fall 2016

Software Engineering Languages and Tools course - The University of Iowa

- Designed and built a RESTful Web App using Ruby on Rails for book lovers to find and review books, join a book club, schedule meetings by book group, follow other users to keep track of their reviews, etc.

Inventory Management Web Application Spring 2016

Fundamentals of Software Engineering course - The University of Iowa

- Designed and built a Web App following Agile Methodologies for inventory management system where suppliers could add new items and customers could check available stocks and order items from suppliers.

HONORS / AWARDS

Phi Beta Kappa Honor Society October 2015 - May 2016
UI Upper-class Tuition Scholarship 2015 - 2016
David Spang Award Scholarship 2015
John Deere Scholarship 2016