Dana Wan

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EDUCATION

University of Toronto   Sept. 2022 – Feb. 2027
HBSc. Computer Science Specialist, Statistics Minor   *Toronto, ON*
- **Relevant Courses:** Data Structures and Algorithms, Systems Programming, Database Systems, Software Engineering
- **Extracurriculars**: Web3 (Co-President), AMACSS (Marketing), UTSC Student Ambassador and Tour Guide

TECHNICAL SKILLS

Languages: C, C++, C#, Python, Java, JavaScript, SQL, Typescript, MIPS Assembly, Haskell, R, Bash
Frameworks/Libraries: FastAPI, Express.js, .NET, React, Angular, NumPy, Matplotlib
Tools: Postman, PostgreSQL, MongoDB, Git, Android Studio, Firebase, AWS, Linux, Jenkins, Docker, Figma
Relevant Certifications: AWS Certified Cloud Practitioner

WORK EXPERIENCE

Ciena   Jan. 2024 – Aug. 2024
Software Engineer Intern   *Kanata, ON*
- Implemented a web interface for a bug triage tool that streamlines build error triaging, accelerating root cause analysis for R&D teams and collected feedback data to train the ML model.
- Refined the de-duplication and the critical analysis pipeline of the bug triage tool, reducing noise by 12% using data from the web interface as feedback in Python.
- Developed a TaaS tool that automates the tests and generates reports and metrics for 3 internal frameworks using Python and Jenkins.
- Conducted UX testing with stakeholders, optimizing tool usability and adoption.

TELUS Health   Jun. 2023 – Aug. 2023
Software Developer Intern   *Remote*
- Developed an interactive website in .NET and C#, guiding clients in selecting a retirement plan.
- Implemented a dynamic system to generate and modify personalized emails using SQL and XML, sending them on behalf of 20+ clients.

PROJECTS

Stock Analysis
- Built a stock portfolio app with performance tracking and predictive analytics using C++ and PostgreSQL.
- Optimized database queries, reducing execution time by 40% through the use of indexing and caching techniques.
- Enhanced the user interface with C++ that formats terminal outputs, reducing task completion time by 20%.

Undertale 2: Assembly Boogaloo
- Created a smooth, multi-staged platform game with detailed animations and moving platforms in MIPS Assembly.

TickTock
- Designed a scheduling application that takes prioritizes the user's productivity preferences and their mental health to schedule their tasks with Node.js, React, and PostgreSQL
- Implemented unit, integration, and regression testing to ensure code reliability, achieving a 60% increase in test coverage
- Implemented a CICD pipeline with GitHub Actions to automate the testing process and deployment to AWS EC2, speeding up development process by 35%.

Web3 UofT Website
- Created a responsive website with React and Next.js viewed by 1000+ students to showcase club events and members, improving outreach and engagement.
- Deployed the website with Vercel and managed domain names with Namecheap.

EasyEats - Hack the Valley 2024
- Used React to design a recipe app that takes in users' preferences to suggest recipes, allows users to filter extensively, and find alternatives for ingredients to make cooking more accessible and available for marginalized communities.

Highland Haul - EVolve Hackathon 2023 1st Place
- Pitched a prototype of a rideshare app that with 4 teammates to over 20 judges from top companies in the automotive, business and research sector using Figma.

Student Events and Information App
- Implemented an Android app that has a login/sign up system, check their post requirements, register for events, and see admin announcements using Java, Android Studio and Firebase.
- Used JUnit to incorporate unit testing, increasing test coverage.

Personal Website
- Developed a personal website to showcase technical work and experiences using React and Figma.