

# DANNY WON

COMPUTER SCIENCE STUDENT

## DETAILS

### ADDRESS

Sydney, Australia

### PHONE

0430 714 300

### EMAIL

dannywon3@gmail.com

## LINKS

[Website](#)

[Github](#)

## SKILLS

Ability to Work in a Team

Critical thinking and problem solving

Googling

Effective Time Management

Communication Skills

## HOBBIES

Technology, Guitar, Video Games, Formula 1, 3d Printing

## LANGUAGES & TECHNOLOGIES

English



Korean



JavaScript

TypeScript

Python

Java

C

React

PgSQL

## PROFILE

A Computer Science student at the University of New South Wales (UNSW) with a passion for problem solving. I enjoy using the ability to think both logically and creatively to tackle programming challenges, as well as working with others to engineer efficient solutions in a collaborative way.

## EMPLOYMENT HISTORY

### Technical Engineer Intern, IBM - AI Applications

Sydney

Feb 2022 — Present

- Developing platform extension that helped automate internal tools for engineers in JavaScript
- Worked to support the senior staff with day-to-day tasks.
- Assisted in meeting plans and presentations during scrums.
- Set up and debugged issues with internal tools in VMs

### Academic Tutor, Pre-Uni Education

Sydney

Feb 2019 — Dec 2020

- Provided tuition to students in Mathematics and Science for HSC preparation.

## EDUCATION

### Bachelor of Computer Science, University of New South Wales

Jul 2020 — Dec 2022

## PROJECTS

### Recipe Recommendation Web App

Jun 2022 — Jul 2022

- An app that recommends recipes based off inputted ingredients and nutrient information.
- Backend developed with FastAPI, psycpg2 as the Python wrapper for PostgreSQL with SQLAlchemy to synchronize them together.
- Database run on and setup on AWS RDS with PostgreSQL.
- Frontend developed in Typescript and React with AntDesign for component designs.

### LurkForWork & BigBrain

Feb 2022 — Apr 2022

- LurkForWork is a clone of LinkedIn where users see job listings based off users they follow. Users can like, comment or create their own listings.
- BigBrain is a clone of the Kahoot website where users can create, add to and edit quizzes, Participants can join created quiz games via game IDs.
- Frontend written in JavaScript and React with MaterialUI for design components.
- Backend developed with node.js and express.
- Database stored on local JSON files.

### Website Projects

<https://danny-won.com/>

Jul 2020 — Present

Quick, fun, weekend projects that are sparked from random ideas and interests. Mostly written in JavaScript and libraries.