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Danny Kuo
Software Engineer

github.com/dannykuo25

Education

Carnegie Mellon University (CMU)	Sep. 2019 - May 2021
Master of Entertainment Technology	Pittsburgh, PA
National Taiwan University	Sep. 2016 - Jan. 2019
Master of Business Administration, Finance Major, GPA: 3.8/4.3	Taipei, Taiwan
National Cheng-Chi University	Sep. 2011 - Jan. 2016
Bachelor of Science, Risk Management and Insurance Major, Senior GPA: 4.0/4.0	Taipei, Taiwan

Skills

- **Programming Language**: Python, C# (Unity), Java, JavaScript, C++, TypeScript
- **Web Development:** HTML, CSS, BootStrap, React, NodeJS, MySQL
- **Version Control and System**: Git, Github, Perforce, Linux, Ubuntu
- **Languages**: English (fluent), Mandarin (native), Taiwanese (native)

Internships

AngelGrad   May 2020 - Aug 2020

Software Engineer Intern   Austin, Texas

- Developed a landing website using HTML, CSS, JavaScript, BootStrap, and React; hosted on Amazon AWS Web Service
- Led 2 engineers and 1 designer to work in agile methodology building full-stack web application on admin portal

Academic Project

AiPEX Lab, CMU   Jan. 2020 - Now

Research Assistant   Pittsburgh, PA

- Developed a grocery store simulation in Unity to experiment whether layout differences in the supermarket affect profits
- Cooperated with 6 teammates to make a multiplayer educational game in Unity; Simulated an autonomous vehicle environment

Neo Security Lab, CMU   Jan. 2020 - May 2020

Programmer   Pittsburgh, PA

- Created a web-based game by Cocos2D and TypeScript that will test adult's degree of trust to AI system
- Designed futuristic user interfaces that integrate different game stages into an engaging experience

Multimedia Technologies Lab, Academia Sinica   Jan. 2019 - June 2019

Research Assistant, Deep Learning   Taipei, Taiwan

- Compressed ResNet50 model to one-fourth of the size; made deep learning model faster on embedded devices
- Improved image classification test accuracy rate for more than 1% by knowledge distillation using Keras

Personal Project

Global Game Jam   Jan. 2020

Game Programmer   Pittsburgh, PA

- Completed a Mobile AR game that repairs humans using non-human tools; Team of 4: 1 artist and 3 programmers
- Implemented game logic and applied Google ARCore SDK to grab virtual items; Won First Penguin Awards

Digital Talent Accelerator   June 2018 - Dec. 2018

Software Engineer   Taipei, Taiwan

- Collaborated with a team of 4 to develop an app on AR glasses, guiding players to identify cards and make intelligent decisions
- Created machine learning models in Python utilizing Microsoft Azure Custom Vision service; analyzed multiple strategies to train images, including object detection and multiclass image classification