

Daniel Lee

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EDUCATION

University of California - Riverside

09/2023 - 06/2027

Bachelor's, Computer Science

Data Structures & Algorithms, Object-Oriented Programming (OOP), Compiler Design, Software Construction

University of Oslo

08/2025 - 12/2025

Master's, Machine Learning, Exchange Student

Deep Learning for Autonomous Systems, Multi-Agent Systems, Machine Learning & Artificial Intelligence

SKILLS

- **Languages:** C++, Python, TypeScript, JavaScript, HTML/CSS
- **Front-End:** React.js, Next.js, Vercel, Tailwind CSS
- **Back-End:** Node.js, Redis, Docker, Django, MySQL, REST APIs
- **AI & Machine Learning:** Pytorch, Tensorflow, Scikit-learn, Jupyter, OpenAI API
- **Tools:** Git, Linux/Unix, ESLint

PROFESSIONAL EXPERIENCE

Handshake

07/2026 - Present

AI Training Engineer – Software Engineering

Remote

- Evaluated frontier LLM code outputs for leading AI companies and provided structured technical feedback on multi-turn software engineering tasks.
- Applied rubrics to assess correctness, algorithmic efficiency, and engineering best practices across AI-generated code.
- Maintained consistent scoring standards after passing calibration screening for production RLHF datasets.

PROJECTS & OUTSIDE EXPERIENCE

Distributed ML Training Platform - [Link to project](#)

08/2025 - 01/2026

- Built a distributed ML training platform in Python using Redis job queues and 8+ Docker workers with fault tolerance and automatic job reassignment.
- Achieved 96%+ accuracy across multiple datasets using Logistic Regression, Random Forest, and SVM with hyperparameter tuning and cross-validation.
- Developed a React/Next.js dashboard for job submission, training progress tracking, worker health, and performance metrics.
- Reduced training time by 65% compared to single-worker processing through workload distribution and parallel execution across containerized worker nodes.

Trace AI - [Link to project](#)

01/2025 - 03/2025

- Developed a full-stack note taking app integrating OpenAI REST API for text enrichment, summarization, and keyword extraction using custom prompt engineering.
- Designed a responsive and interactive front-end UX/UI using Next.js, TypeScript, ShadCN and React components, Lucide icons, and Tailwind CSS.
- Led a 5-member Agile team with testing and code quality pipeline: Cypress for testing, ESLint/Prettier for formatting, Husky for pre-commit hooks.

UC Riverside Hackathon Website - [Link to project](#)

07/2024 - 01/2025

- Developed a reusable hackathon website with 57 developers in TypeScript, Next.js, and React.js with real-time dashboards, participant/judge databases, and filtering tools.
- Reduced bugs by 30% by converting the codebase from JavaScript to TypeScript, improving type safety, readability, and scalability.

AWARDS

Best Freshman Award 2023

UCR Programming Challenge - Python

- Highest freshman score out of 200 students at a data structures & algorithms competition.