

# Daniel Li

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## Education

**University of Waterloo and Wilfrid Laurier University** 09/2019 – Present  
Bachelor of Computer Science(UW) and Business Administration(WLU) Double Degree  
Cumulative GPA: 3.88 | Graduation Date: September 2024

## Experience

**Software Engineer at FRC Robotics – Durham District Champion** 09/2015 – 07/2019

- Worked with a team of ~15 programmers; used C++ and Wpilib to develop software applications, creating various modules to control robots with a remote control
- Managed a team of 5 people as the calculations lead to solve difficult math problems concerning dynamics and geometry regarding the robots

**Front End Developer at LDH Mental Health Movement** 03/2017 – 07/2019

- Designed and developed a website using HTML, CSS, and JavaScript to show information for events and opportunities
- Maintained a server using Node.js that analyzed administrator inputs in a user-friendly interface and updated the website, streamlining day-to-day processes.

**Freelance Programming** 10/2019 – Present

- Created a mutable database using SQL and a corresponding server using Amazon's cloud computing platform (AWS) that sends data to an IOS application
- Developed an app on Xcode using Swift to display data based on the user's location, which was retrieved from an AWS cloud server

## Projects

**DeepFake Detector - First Place at PennApps**  
Developed an application that uses machine learning to detect deepfakes on celebrities with Python, HTML, JavaScript, and Node.js, allowing users to be notified if they are watching a DeepFake when browsing the internet.

**Face Recognition Attendance Tracker – Third Place at UOttHacks**  
Created a device that uses facial recognition to keep track of people that enter or exit a room and stores them into a database; used raspberry-pi to upload image data, flask to create a sever, and python to analyze the images.

**AR Finger-Movement Controller**  
Designed a program that tracks and interprets a user's hand gestures, using socket to send information to an IOS application that manipulates the surrounding AR environment with Xcode studio.

## Skills

### Languages

Java, C++, C, Objective-C, C#, Python, Swift, SQL, HTML, CSS, JavaScript, Scheme

### Technologies/Frameworks

Git, Node.js, React, Flask, Socket, Xcode, Eclipse, Unity, AJAX, JSON, OpenCV, SQL, Unity