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 and modules to control robots with a remote control
- Managed a team of 5 people as the calculations lead to solve difficult math problems regarding the robots; types of problem include dynamics and geometry

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 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 retrieved from an AWS cloud server, differing based on the user's location

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 UOttaHack**
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.

Skills

Languages
Java, C++, C, Objective-C, C#, Python, Swift, SQL, HTML, CSS, JavaScript, Racket
Technologies/Frameworks
Git, Node.js, React, Flask, Socket, AWS, Xcode, Eclipse, Unity, JSON, Bootstrap, OpenCV