

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 Team 4783 09/2015 – 07/2019

- Helped team win district championship by using C++ and Wpilib to develop software applications, creating various modules to control robots
- 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 a website using HTML, CSS, and JavaScript to show information for events and opportunities
- Maintained a server using Node.js to streamline the process of updating events and assigning tasks for members

Freelance Programming 10/2019 – Present

- Created a mutable database using Amazon's cloud computing platform and a corresponding server using SQL that sends data to an IOS application
- Developed an interface on XCode using Swift to display data retrieved from an AWS cloud server 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 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