Daniyal Khokhar

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EDUCATION

University of Illinois Chicago   Chicago, IL
Bachelor of Science in Computer Science   *Sep. 2020 – Aug. 2025*

SKILLS

Languages: Python, JavaScript, C++, HTML/CSS
Frameworks: React, Django, Node.js, Bootstrap, Tailwind CSS
Libraries: Pandas, NumPy, Matplotlib, Scikit-Learn, Shadcn/ui, Pytest
Developer Tools: GitHub, VS Code, Jupyter Notebook, Conda, Ubuntu, Vite, Trello
AI Tools: GitHub Copilot, Claude

WORK EXPERIENCE

Python & Robotics Instructor   Dec. 2024 – *Present*
MARS Academy   Hanover Park, IL
- Designed and instructed 3 courses on Python programming and Artificial Intelligence to students with scikit-learn
- Delivered content and projects covering libraries, version control, data structures, and ML classification models

Software Developer Intern   May 2025 – Sep. 2025
Insight Labs   Remote
- Drove development of python based AI models by interfacing with founder, coding solutions for customer requirements, supporting pilot user testing, and addressing feedback from user acceptance testing
- Led full-stack development of UI/UX and data analysis web application using Javascript, Bootstrap, and Python.
- Built interactive pipeline allowing users to access metadata from cell culture wells and configure model training

HPC Research Intern   Aug. 2025 – Aug. 2025
Argonne National Laboratory   Lemont, IL
- Investigated HPC optimization strategies such as grid cleanliness, cooling methods, GPU efficiency) to identify performance bottlenecks, translating insights into actionable recommendations.
- Analyzed GPU performance trends and presented results to a large scientific audience using Python and Matplotlib

Undergraduate Research Assistant   Aug. 2024 – Dec. 2024
University of Illinois Chicago   Chicago, IL
- Developed python scripts for object recognition for a learning-companion robot using YOLO, OpenCV, and PyTorch
- Led integration of SDKs and applied AI model conversion and quantization for edge deployment on robotics platform

PROJECTS

[SpaceRock](#)   Jan. 2026
- Built an interactive asteroid-impact simulation platform using Django, JavaScript, Vite, and Three.js, integrating physics-based models with a relational database and a full-stack data pipeline
- Designed the system to support configurable scenarios, real-time parameter updates, persistent experiment tracking, and interactive 3D visualizations for exploratory analysis and scientific research

[Chatbot II](#)   Dec. 2025
- Built a React + Node.js chatbot with OpenAI API integration using Vite, enabling multi-turn, context-aware conversations, a responsive UI, and smooth user interactions

ADDITIONAL

CodePath | Peer Mentor   Jun. 2025 – Dec. 2025
- Mentored university freshman via 1:1 meetings to navigate study strategies, platform tools, and technical resources

Personal Interests: Volunteering, video games (favorite genre - Indie), teaching, and playing tennis