Daniyal Khokhar

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EDUCATION

University of Illinois Chicago — Chicago, IL
Bachelor of Science in Computer Science, Minor in Mathematics — *Sep. 2020 – Dec. 2025*

Notable Coursework
Data Structures, Program Design, Machine Organization, Programming Language Design, Software Design, Database Systems, Artificial Intelligence, Computer Networking, Algorithms, Web Development

SKILLS

Languages: Python, C++, Java, C, HTML, CSS, JavaScript, Dart
Developer Tools & CAD: GitHub**,** Git, VS Code, PyCharm, IntelliJ, Maven, Siemens NX
Libraries: SQLite, Pandas, Seaborn, PyTorch, OpenCV, ONNX
Frameworks: JavaFX, GoogleTest, JUnit 5, Arduino, Unity, Flutter

WORK EXPERIENCE

Coding & Robotics Instructor — Dec. 2024 – *Present*
MARS Academy — Hanover Park, IL

- Taught programming and problem-solving to 24 students aged 6–12 using Python and microcontrollers.
- Designed and delivered a comprehensive coding curriculum, including slides, activities, and course materials.
- Created tailored activities for mixed-level classes, balancing novice and advanced student needs.

Undergraduate Research Assistant — Aug. 2024 – Dec. 2024
University of Illinois Chicago — Chicago, IL

- Developed a learning services companion-robot using YOLO, Python, OpenCV, PyTorch, and APIs.
- Conducted research on efficient, optimized object recognition models for a human-robot interaction system.
- Led configuration and troubleshooting of SDKs, and cnn model conversion, testing, and optimization.

PROJECTS

Object Recognition Module | *Python, OpenCV, PyTorch, ONNX*

- Developed a module that allows for real-time object recognition using an open robotics platform.
- Utilized light-weight convolutional neural networks in conjunction with machine learning libraries.
- Configured object recognition models through quantization and model optimization.

Digital Aquarium Monitor | *C++, Arduino*

- Collaborated on an aquarium water testing system that alerts of unsuitable conditions to protect aquatic life.
- Installed a color sensor and steel probe to display ammonia, nitrite, and temperature data.
- Implemented features such as pH water sample testing and temperature collection via serial communication.

Network Enhanced Connect 4 | *Java, Maven, JavaFX, CSS*

- Developed a Connect 4 game utilizing Java sockets to enable multiplayer functionality.
- Implemented client GUI using JavaFX libraries and CSS.
- Utilized JUnit testing to thoroughly condition the logic and functionality of the program.

AFFILIATIONS/ORGANIZATIONS

Association for Computing Machinery | Mobile App Developer — Aug. 2024 – *Present*
CodePath | Web Development, Technical Preparation — Jun. 2024 – *Present*