

Daniel Zhang

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EDUCATION

University of British Columbia

Bachelor of Applied Science

Vancouver, BC

Aug. 2024 – May 2028

Mount Douglas Secondary School

High School Diploma

Victoria, BC

Sep. 2020 – June 2024

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, PHP, C#

Developer Tools: Git, Unity, Blender, MySQL

EXPERIENCE

Analytics Subteam Member

UBC Bionics

January 2025 – Present

Vancouver, BC

- Worked on machine learning computer vision system for arm control.
- Analyzed and developed algorithms for EMG data analysis.

Director of Information Technology

Vancouver Packages for Hope

February 2024 – January 2025

Vancouver, BC

- Built a professional website for Vancouver Packages for Hope, a non-profit organization.
- Implemented intuitive navigation, volunteering sign-up integration, and creative designs
- Distributed 500+ care packages as an organization to those in need

USG of Operations

Vancouver Model United Nations

April 2023 – February 2024

Vancouver, BC

- Managed IT system for the world's largest high school Model United Nations conference
- Updated conference website, garnering 1000+ visits leading upto the conference
- Co-led the 3 day conference for over 1400 participants

PROJECTS

Avio's Realm | *Java*

October 2022

- Developed a 2D platforming game engine within vanilla Java
- Included custom physics engine and tilemap processor
- Allowed for ease of map and sprite customization

Brook Taylor Virtual Gallery | *Python, Manim, Javascript, HTML/CSS*

June 2024

- Designed and developed a virtual gallery of the mathematician Brook Taylor's legacy
- Rendered an animation showing a Taylor Approximation using the Manim library

Snap Campus | *React, Node, SQL*

Current

- An interactive map application with location based social media features
- Uses location based data analysis to match students with potential friends
- Created as a part of the Biztech Tri-mentorship Program