Daniel Zhang

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EDUCATION

University of British Columbia — Vancouver, BC
Bachelor of Applied Science in Engineering — *Aug. 2024 – May 2028*

Mount Douglas Secondary School — Victoria, BC
High School Diploma — *Sep. 2020 – June 2024*

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, SQL, PHP, C#, Swift
Frameworks: React, Node.js, THREE.js
Developer Tools: Git, Unity, Blender, MySQL, Google Cloud Platform, PyCharm

EXPERIENCE

Director of Information Technology — February 2024 – Present
Vancouver Packages for Hope — *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 — April 2023 – February 2024
Vancouver Model United Nations — *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

Student Data Analyst — April 2023 – July 2023
Mount Douglas Secondary School — *Victoria, BC*
- Researched and developed a genetic algorithm to generate course schedules for students
- Was able to create perfect schedules for 90.5% of students
- Pitched and presented product to school staff
- Was implemented on a trail basis for the following year's course scheduling for 1000+ students

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

Insurance Claims Forensics Study | *Java* — March 2023
- Parsed and studied local flood and insurance data
- Presented the data in a scientific report for an academic project

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

Stickman Magician | *Unity, C#* — Current
- A multiplayer PvP video game with ragdoll mechanics
- Includes gesture recognition algorthms as a game mechanic