Daniel Lim

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Education

University of Michigan — Ann Arbor, MI
Bachelor of Engineering in Computer Science | GPA: 4.00/4.00 — *Aug. 2025 – May 2027*

Michigan State University (Transferred) — East Lansing, MI
Completed First Year of B.S. in Computer Science | GPA: 3.94/4.00 — *Aug. 2024 – May 2025*

Technical Skills

Languages: Java, Python, C/C++, C#, JavaScript, TypeScript, SQL, HTML/CSS
Frameworks & Libraries: React, Vue.js, Node.js, Tailwind CSS
Tools & Platforms: Figma, Git, Docker, VS Code, Visual Studio, Xcode, PyCharm, Unity, Blender, 8th Wall

Experience

Nalara Corporation — June 2025 – August 2025
Software Engineering Intern — *Livonia, MI*

- Engineered **100+ page Full-Stack Web Platform** for logistics tracking and employment management
- Built interactive dashboards and logistics tools with real-time charts, live inventory tracking, advanced filtering/sorting, and dynamic visualizations to improve overall supply chain visibility and control
- Automated HR workflows with Django ORM, streamlining candidate tracking, interview scheduling, onboarding processes, and internal operations, ultimately boosting overall organizational efficiency by more than **25%**

Kelsey Museum Cohort — Sep 2025 - Present
AR Engineer & 3D Designer — *Ann Arbor, MI*

- As Requested from Kelsey Museum of Archaeology, Developed an **Augmented Reality (AR) Application** using **8th Wall & TypeScript** to showcase 3D artifacts from the museum's collection, enhancing user engagement
- Modeled and textured over **30+ artifacts** in **Blender**, achieving **95% visual fidelity** compared to real exhibits
- Optimized 3D performance and interactivity, reducing scene load times by **40%** while maintaining high polygon accuracy for immersive user experiences, while maintaining detailed textures and interactive features

Side Quest – Travel Application — Sep 2024 – Jun 2025
Lead UI/UX Designer — *East Lansing, MI*

- Won **1st Place** for Best UI/UX at MSU Imagine Software Fall 2024 Showcase
- Designed 100+ high-fidelity mobile app screens in **Figma**, including onboarding, dynamic maps, and itineraries
- Collaborated with front-end developers to implement responsive UIs across multiple devices and gamified the travel experience using diverse quests, custom maps, sound effects, animations, and interactive user feedback.

Projects

ArtFit – Artist–Client Social Platform | *React, Django, PostgreSQL, Figma* — Jan 2025 – Present

- Designed and developed a **social platform** that connects developers with their best-fitting artists — from game developers to UI/UX designers — through customizable profiles tailored to individual user preferences & style
- Implemented a structured tagging system (roles, genres, styles, tools) to enhance searchability and client–artist matching, helping users easily discover and explore artwork aligned with their unique interests and needs
- Building a **full-stack application** with a React frontend, Django backend, and PostgreSQL database for scalable user management and storage, featuring an AI recommendation system for personalized artwork suggestions

AR Hair Studio - 3D AR Hairstyle Try-on App | *Unity, Blender, 8th Wall* — Aug 2025 – Present

- Engineered an **Augmented Reality (AR) application** that allows users to virtually try on different hairstyles in real-time using their device's camera, enhancing user engagement and decision-making for hair styling
- Modeled and textured **20+ realistic 3D hair meshes** in **Blender**, while keeping visual fidelity and performance
- Implemented accurate face tracking and hair overlay using **8th Wall** within **Unity**, ensuring seamless integration

Scribble AI – Neural Drawing Recognition Tool | *Python, PyTorch, NumPy* — Sep 2024 – Mar 2025

- Built a **neural network–based AI tool** to classify and analyze user sketches, achieving up to **92% accuracy**
- Fetches 100,000+ royalty-free drawings ranging from simple doodles to advanced illustrations, and predicts user-submitted sketches using pattern recognition, providing top-3 guesses with associated confidence scores
- Applied preprocessing and augmentation to improve recognition consistency, increasing overall robustness by 10%