

Daniel Lim

daniel2060306@gmail.com | dllim@umich.edu | [linkedin.com/in/daniel-lim0306](https://www.linkedin.com/in/daniel-lim0306) | github.com/daniel3606

EDUCATION

University of Michigan

Dual Degree

- Bachelor of Engineering, Computer Science (College of Engineering)
- Bachelor of Science in Information, UX Design (School of Information)

Ann Arbor, MI

Aug. 2025 – May 2027

Michigan State University (Transferred)

Completed first year of B.S. in Computer Science | GPA: 3.94/4.00

East Lansing, MI

Aug. 2024 – May 2025

EXPERIENCE

Nalara Corporation

Software Engineering Intern

- 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%**

June 2025 – August 2025

Livonia, MI

Side Quest – Travel Application

Lead UI/UX Designer

- 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
- Created interactive login flow with “Would You Rather” survey to boost engagement & personalize user experience
- 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.

Sep 2024 – Jun 2025

East Lansing, MI

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

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%

Alchemy – Multi-Platform Calendar Program | *Figma, UI/UX Design*

Aug 2024 – May 2025

- Designed the **desktop/mobile interface** for a cross-platform calendar application, focusing on intuitive layouts and effortless usability — especially optimizing task creation and deletion to require the fewest possible clicks
- Built reusable components and prototypes to accelerate iteration cycles and improve overall development efficiency
- Collaborated with others to ensure a **consistent design system** across desktop, web, and mobile platforms

TECHNICAL SKILLS

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

Frameworks/Libraries: React, Vue.js, Node.js, NumPy, Matplotlib

Tools: Figma, Git, Docker, Visual Studios Code, Visual Studios, Xcode, PyCharm, Unity

INTERESTS

Tech: App Design, Unity Game Development, VR Development, AI Algorithms, UI/UX Design, Graphic Design

Personal: Any new Tech Products, Custom Keyboards, Photography, PC Builds, Workspace Design