

Daniel Lim

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EDUCATION

University of Michigan

Dual Degree Candidate | GPA: 3.55/4.00

- Bachelor of Engineering in Computer Science (College of Engineering)
- Bachelor of Science in Information, User Experience 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 dashboards with realtime charts, inventory tracking, and filtering to improve supply chain visibility
- Automated HR workflows with Django ORM, with candidate tracking, interview scheduling, and internal operations, boosting overall HR system efficiency by more than **35%**

Jun 2025 – Aug 2025

Livonia, MI

SideQuest

UI/UX Design Lead

- Won **1st Place** for Best UI/UX at MSU Imagine Software Fall 2024 Showcase
- Designed 100+ mobile app screens in Figma, including interactive game-like elements and log-in screens
- Led a team of 4, while collaborating with front-end developers to implement responsive, gamified UI

Sep 2024 - Dec 2024

East Lansing, MI

PROJECTS

AR Hair Studio | C#, Unity, Blender

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 Unity3D, ensuring seamless integration

Spectacle Face Recognizer | Lens Studio, TypeScript, React, PostgreSQL

Nov 2025 – Jan 2026

- Built an AR face recognition workflow on **Snapchat Spectacles** with Lens Studio that captures detected faces and sends images to a React web app for identification and profile management
- Developed PostgreSQL backed system to store face images and metadata, compare new captures against database
- Achieved 97.2% face recognition accuracy, with an unknown face flow that lets users create new profiles

Kelsey Museum Cohort | 8th Wall, TypeScript, Blender

Sep 2024 – Dec 2025

- Delivered an AR experience for Kelsey Museum of Archaeology using 8th Wall and TypeScript
- Allowed users to load and interact with **30+ artifacts** through diverse mobile games and activities
- Optimized 3D performance by reducing scene load times by 40% while maintaining high polygon accuracy

ArtFit | React, Django, PostgreSQL, Figma

Jan 2025 – Oct 2025

- Designed and developed a social platform that connects developers with their best-fitting artists
- Built a full-stack application with a React frontend, Django backend, and PostgreSQL database
- 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

Scribble AI | Python, PyTorch

Sep 2024 – Dec 2024

- Trained a PyTorch image-classification model to recognize hand-drawn sketches for real-time predictions
- Built an interactive demo app for uploading or drawing inputs and returning predictions with confidence scores
- Improved model reliability through a reproducible preprocessing pipeline (resize, grayscale, normalization)

TECHNICAL SKILLS

Languages: Python, C/C++, C#, TypeScript, SQL | Bilingual (English, Korean)

Frameworks & Tools: React, Node.js, Tailwind CSS, Figma, Git, Docker, Unity, Blender

Interests: XR Glasses, Mechanical Keyboards, New Tech Products, Street Photography