

Daniel Lim

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EDUCATION

University of Michigan

Ann Arbor, MI

Dual Degree Candidate | GPA: 3.55/4.00

Aug. 2025 – May 2028

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

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

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 - Dec 2025

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

PROJECTS

Spectacle Face Recognizer | *Lens Studio, Type Script, React, PostgreSQL*

November 2025 – Present

- Built an AR face recognition workflow on **Snapchat Spectacles** 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 and add or edit details to remember people they meet

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

ArtFit – Artist–Client Social Platform | *React, Django, PostgreSQL, Figma*

Jan 2025 – Oct 2025

- 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%