

Daniel Lim

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EDUCATION

University of Michigan

Dual Degree Candidate | GPA: 3.55/4.00

Ann Arbor, MI

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)

Completed First Year of B.S. in Computer Science | GPA: 3.94/4.00

East Lansing, MI

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, Xcode, Unity, Blender, Android Studio, Lens Studio

EXPERIENCE

Nalara Corporation

Software Engineering Intern

June 2025 – August 2025

Livonia, MI

- Engineered **100+** page **Full-Stack Web Platform** for logistics tracking and employment management
- Built dashboards with realtime charts, inventory tracking, and advanced filtering to improve supply chain visibility
- 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%**

SideQuest

UI/UX Design Lead

Sep 2024 - Dec 2024

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
- Led a team of 4, while collaborating with front-end developers to implement responsive, gamified UI

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 **8th Wall** within **Unity**, ensuring seamless integration

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

Nov 2025 – Jan 2026

- 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

Kelsey Museum Cohort | 8th Wall, TypeScript, Blender

Sep 2024 – Dec 2025

- 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

ArtFit | 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
- Built 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