# Daniel Hyman

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## Technical Skills:

Languages: Java, C++, Python, Javascript, C, HTML
Frameworks & Libraries: Django, Flutter, Leaflet, React
Additional Tools: AutoCAD, Microsoft 365, Excel
Platforms and IDEs: Github, Arduino, Intelij, VS Code

## Education

BEng in Engineering Systems and Computing (Co-op), *University of Guelph* — Expected Grad: Spring 2029

- Courses: Engineering Design I, Object Oriented Programming, Mechanics I, Electricity & Magnetism

## Projects

Trackify | JavaScript, HTML, CSS — Jun 28 - 29 2025

- A simple and powerful **Chrome Extension** allowing users to create and manage notes directly from any browser
- Implements **Chrome Storage API** to save data locally
- Intended for researchers desire to easily and efficiently take note of interesting and relevant blocks of texts on a website or desire to recall pointers for later

Weather Safety Application | JavaScript, Python, Django — Jun 28 - 29 2025

- Built a full stack **Django** web app that helps users track friends and disaster zones in real-time using **Leadlet.js** and the **Kontur Disaster API**
- Created REST API endpoints and geospatial logic to check if friends are inside active hazard areas using GeoJSON and Shapely
- Designed a simple frontend for adding and removing friends to the map, displaying live map data, and sending location based alerts if friends are in proximity to a disaster

Messaging Server | Java — Jan - Feb 2025

- Developed a multi-client messaging application, using **object oriented design**, individual user identification, and enabling an unlimited number of simultaneous users for real-time communication
- **Engineered** server functionalities by implementing threads, stream readers/writers, and the Socket, SocketServer and HttpServer classes
- Designed for live collaboration platforms, or friend and business group chats

Zumo Bot Competition | C++, Arduino — Dec 2024

- Developed a **100% Autonomous** robot as a team of 3 in a University tournament, designed to detect and push other opponents out of an arena, given a 3 hour limit, finishing **2nd** out of 20
- Programmed the Ultrasonic and infrared sensors to charge at other robots when 15 cm away, as well as detect and avoid the arena boarder
- Designed and implemented a model, detailing how the sensors and mechanical parts come together onto the Zumo Bot, considering mass, size, balance, and the optimal weapon size

Automated Vehicle | C++, Arduino — Oct - Dec 2024

- Collaborated in a team of 5 Engineers of different disciplines to design, construct, and program a **100% Autonomous** Car for a teddy bear, equipped with a course-navigation system, automated trash launcher, and user safety system, using household items and a meccano kit,
- Oversaw **C++ Arduino** vehicle logic and debugging, electrical circuitry to different sensors and components, and designed sketches of the model as a whole
- Overcame all predefined challenges including: Navigating the course, throwing trash over a 30cm wall and into a bin, and carrying **2 kg** of load up a ramp

## Leadership & Work Experience

Logistics Assistant — Sept 2022 - June 2024

- Managed and Organized Documents, as well as Prepackaged Products for unique client orders in a timely fashion
- Used Excel, scanners, and Microsoft Teams to keep track of orders and products

Mentor Executive — Nov 2023 - June 2024

- Directed a **Mentorship program** for all incoming grade 9 students, involving social and academic support groups, as well as many events such as grade 9 day and leadership night, overall receiving high praise for the Program
- Adjusted and adapted resources to different events, and ideas based on monthly feedback, ensuring the most meaningful first year of high school, earning praise from several teachers

French Elementary Teacher Assistant (Volunteer) — Oct 2023 - May 2024

- Assisted French Immersion students with reading, pronunciation and comprehension
- Helped tailor lesson plans, and organize teacher documents