# **Daniel Zhou**

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#### **SUMMARY**

Motivated programmer with expertise in C++, web development, and electrical system integration. Strong problem-solving, communication, and active listening skills. Eager to learn new technologies and collaborate effectively to deliver high-quality, user-focused solutions.

#### **EDUCATION**

#### University of California, Los Angeles

June 2027

Bachelor of Science in Computer Science and Engineering

Minor: Bioinformatics

GPA **3.98**/4.0

**Relevant Coursework**: Algorithms and Data Structures (CS32), Computer Architecture and Assembly (CS33), Design and Analysis of Algorithms (CS180), Software Construction (CS35L), Operating Systems (CS111), Theory of Computing (CS181)

#### **SKILLS**

Languages: HTML, CSS, JavaScript, C++, Python, Java, Kotlin

Frameworks/Tools: React/Next.js, MongoDB, TailwindCSS, Sharetribe, Fusion 360

Hardware: PCB Assembly, PCB Design, Schematic Design, Soldering

#### HIGHLIGHTED EXPERIENCE AND PROJECTS

#### Leechy (Rental Marketplace)

07/2025-present

Software Engineering Intern

- Architected and developed a full-featured Android rental marketplace app from scratch using Jetpack Compose and MVVM architecture, integrating 50+ Kotlin modules.
- Built advanced map-based search with Mapbox SDK, featuring a custom clustering algorithm to dynamically group 200+ listings by zoom level and screen bounds, cutting API calls by ~70% with intelligent caching.
- Engineered a multi-step listing creation flow, responsive UI/UX components, and optimized navigation for tablets and phones across 15 screen densities.
- Developed location-aware features with Google Places API, real-time geocoding, and user location tracking, along with a photo management system supporting 12-image uploads and multipart processing.

### **BruinMovies: A UCLA Movie-Sharing and Discussion Platform**

12/2024

Developed using MongoDB, React/Next.js, HTML, CSS, TailwindCSS

- Secure Authentication & Access: Implemented JWT-based authentication, bcrypt-hashed passwords, and email verification via Nodemailer, restricting access to authenticated users.
- Real-Time Watchlist Updates: Built a MongoDB-backed system using Mongoose's find & updateOne, enabling seamless add/remove actions with instant UI feedback and atomic updates.
- Scalable Data & Profiles: Designed an API-driven backend to manage user data, enforce input constraints, and generate avatars via Dicebear, using secure POST API calls.

#### LEADERSHIP AND EXTRACURRICULAR ACTIVITIES

## Rocket Project, Los Angeles, CA

09/2023-present

Electrical Ground Support Equipment Lead / Controls Lead

- Collaborated with interdisciplinary teams to integrate electrical systems with propulsion hardware, launch procedures, and software infrastructure, ensuring seamless operation and cross-platform compatibility.
- Led EGSE development for Prometheus and Ares rocket teams by designing, implementing, and testing ground control and data collection systems with custom PCBs.
- Developed Prometheus' first wireless communication system, pioneering a new system architecture.
- Designed and tested Ares' throttle system (CMFV) by selecting key components and overseeing controls
- Leading development of a closed-loop rocket engine throttling system, integrating simulation-based PID control with hardware testing for precise and reliable propellant flow regulation.

#### Creative Labs, Los Angeles, CA

09/2024-06/2025

Frontend Web Developer Lead

- Spearheaded a team of 3 frontend developers to develop a gamified mobile app using React Native, enabling users to learn coding through interactive, animated interfaces.
- Designed and implemented frontend features with a focus on user engagement, backend compatibility, and development best practices.