# Daniel Zhao

# EDUCATION

## University of Waterloo

Honours Bachelor of Computer Science (Co-op)

**GPA: 93.7**% *2024 - 2028* 

#### TECHNICAL SKILLS

Languages: C, C++, C#, Python, HTML, CSS, JavaScript, TypeScript, SQL, Racket

Technologies: React, Next. js, Express. js, Node. js, Flask, Tailwind CSS, Unity

Tools: Git, Bash, Linux, Docker, Postman, Figma, MongoDB, PostgreSQL, Firebase, AWS, Vercel, Ollama

## EXPERIENCE

### Waterloo Aerial Robotics Group

Apr. 2025 – Present

Autonomy Software Developer

Waterloo, ON

- Developing autonomous navigation algorithms in **Python**, enabling drones to identify and land on targets with under **2cm** precision.
- Implementing object detection with Ultralytics YOLOv8 and OpenCV for real-time landing pad recognition, achieving 95% detection reliability.

# Classic Acupuncture Inc

Mar. 2025 – Present

Web Developer

Edmonton, AB

- Redesigning and rebuilding the clinic's website using **Next.js**, **Tailwind CSS**, and **TypeScript** to enhance client accessibility, mobile responsiveness, and **SEO** performance.
- Developing a content management tool with **Express.js** and **PostgreSQL**, enabling staff to update clinic announcements via **RESTful APIs** to improve site flexibility.

# Waterloo Reality Labs

Sep. 2024 – Apr. 2025

Software Developer

Waterloo, ON

- Created a Universal Text Prompter in **Unity** using **C**#, enabling real-time interaction with AI-driven text representation in VR to improve accessibility by providing contextual feedback.
- Enabled real-time model comparison across **4+ LLM backends** (Llama 3, DeepSeek, ChatGPT, Gemini), allowing users switch between local models (**Ollama**) or cloud-based APIs in under **1 second** through a unified interface.
- Integrated voice interaction with LLMs by implementing OpenAI Whisper, reducing user input time by 5x.

#### Harry Ainlay Math and Computer Club

Sep. 2022 – Jun. 2024

Club President

Edmonton, AB

- Led weekly lessons on math problem solving and computer science concepts for **30+** students, increasing recurring attendance by **40%**.
- Organized school-wide events with 100+ participants, including a math tournament, Pi Day activities, and competitive programming contests.

#### Projects

- Personal Website | Next.js, Tailwind CSS, TypeScript
  - Built a responsive personal website using **Next.** is and **Tailwind CSS** to showcase projects and skills.
  - Optimized for performance and **SEO** with static generation and semantic design, improving visibility.
- ↑ ChordCraft | JavaScript, React, Firebase, ABCJS
  - Developed a **React** app with an interactive piano interface that renders sheet music in real time using **ABCJS**.
  - Used **Firebase** to support user authentication and persistent compositions for **20+** trial users.
- ↑ Terra | C#, Unity, AR Foundation, ARCore
  - Created an AR mobile app that allows users to place 3D blocks in physical spaces using Unity and ARCore.
  - Implemented raycasting and touch controls improving object placement precision by 70%.
- **TrashMap** | Python, Google Cloud Vision API, OpenAI API, Google Maps Platform
  - Developed a web app that classifies waste with GCV API and suggests disposal guidance using OpenAI API.
  - Mapped 100+ disposal locations using Google Maps Platform, reducing user search time by 50%.