

Daniel Zhao

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EDUCATION

University of Waterloo

Honours Bachelor of Computer Science (Co-op)

GPA: 4.00 (94.8%)

Sep. 2024 – Apr. 2029

EXPERIENCE

Classic Acupuncture Inc

Web Developer

Mar. 2025 – Present

Edmonton, AB

- Building a responsive company website using Next.js, Tailwind CSS, and TypeScript to improve client accessibility, mobile usability, and SEO performance.
- Developing a full-stack booking system with RESTful APIs using Express.js and PostgreSQL to streamline appointment scheduling and improve client management for staff.

Waterloo Reality Labs

Software Developer

Sep. 2024 – Apr. 2025

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 for users with auditory impairments.
- Enabled real-time model comparison across 4+ LLM backends, allowing users switch between local models (Ollama) or cloud-based APIs in under 1 second through a unified interface.
- Integrated voice-driven interaction with LLMs by implementing OpenAI Whisper for speech-to-text input, reducing user input time by 5x.

Harry Ainlay Math and Computer Club

Club President

Sep. 2022 – Jun. 2024

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

🎧 ChordCraft | *JavaScript, React, Firebase, ABCJS*

- Developed a React web app with an interactive piano interface that converts user input into sheet music notation.
- Implemented real-time data persistence using Firebase Database and Authentication for composition storage and user sign in features.
- Integrated Web Audio API and the ABCJS library to enable sound generation and music notation rendering.

🎧 Terra | *C#, Unity, AR Foundation, Android*

- Created an augmented reality mobile application that enables users to create and place 3D blocks in real-world locations using Unity, C#, and ARCore
- Implemented a precise object placement system with raycasting and touch controls for intuitive AR interaction.
- Engineered color customization features and persistent object tracking to maintain consistent AR positioning.

🎧 TrashMap | *Python, Streamlit, Google Cloud Vision API, OpenAI API*

- Developed an AI-powered web app that identifies waste items via image recognition and guides users to proper disposal locations using Google Cloud Vision and Maps APIs.
- Implemented a waste categorization system using Perplexity AI to classify items into recycling, compost, or landfill categories with specific disposal instructions.
- Created a responsive interface using Streamlit with camera integration and location services.

TECHNICAL SKILLS

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

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

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