

DANIEL WEI

Software Engineering Student at the University of Waterloo

Software Engineering student at the University of Waterloo who is passionate about software development. Experienced with object-oriented programming, as well as designing, testing, and debugging software, problem-solving, and working with teams. Able to quickly learn and work with new technologies and programming languages.

EXPERIENCE

Lead Programmer

Trubotics

📅 Sept 2019 – Jun 2020

📍 Markham, ON

- Trained members of club in programming and testing their robots using ROBOTC and C++
- Designed and tested scripts for autonomous and driver control of robots
- Improved previous robot designs and programs that led to qualifying for VRC Provincial Championships, surpassing previous seasons' results
- Secured \$4000 in funding for the 2019-2020 season
- Worked extensively with a design team of 7 people

Treasurer

Trubotics

📅 Sept 2018 – Aug 2019

📍 Markham, ON

- Secured \$4000 in funding for the 2018-2019 season
- Managed the budget for all 5 competition teams throughout the season
- Organized a fundraiser for next season club funding
- Worked extensively with a design team of 10 people

PROJECTS

Stick Hero 6

Team Project

📅 Sept 2020 - Dec 2020

Raspberry Pi driven robot that plays the mobile game Stick Hero. Processes images taken by an external camera to play the game on a touchscreen device.

Languages/Technologies: Python (NumPy, Pillow, GPIOZero, PiCamera), Raspberry Pi, Git

3D Parkour/FPS Hybrid Game

Team Project

📅 Jul 2020 - present

Developing a 3D Parkour and First-Person Shooter hybrid game using the Unity Engine. Includes a custom-built movement controller that allows for more advanced movement options, such as wall-running and double-jumping.

Languages/Technologies: Unity, C#

Portfolio Website

Individual Project

📅 Jul 2020 - present

Developed a personal portfolio website from scratch using HTML, CSS, and JavaScript. The website has a responsive design that ensures it is well-formatted across many devices.

Languages/Technologies: HTML, CSS, JavaScript (Bootstrap, jQuery), GitHub

Cards Bot

Individual Project

📅 May 2020 - Sept 2020

Created a Discord Bot in Python using the discord.py library that allows users in a Discord server to play card games (supports Texas Hold 'Em and President) with each other. Uses a MySQL database to retrieve and update user data.

Languages/Technologies: Python (discord.py), MySQL, GitHub

SKILLS

Programming Languages

Java

Python

C

C++

C#

HTML/CSS

JavaScript

Tools & Technologies

Git

GitHub

Unity

Bootstrap

jQuery

MySQL

PERSONAL INFO

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AWARDS

University of Waterloo, President's Scholarship of Distinction

\$2000 scholarship issued by the University of Waterloo to students whose admission average is 95% or greater.

LANGUAGES

English ● ● ● ● ●

Mandarin ● ● ● ● ●

EDUCATION

Candidate for Bachelor of Software Engineering

University of Waterloo

📅 Sept 2020 – present

94.7% average, 3.98 GPA