

DANIEL WEI

UWaterloo Software Engineering Student

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 in 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. Scripts are written in Python using the NumPy, Pillow, GPIOZero, and PiCamera libraries.

3D Parkour/Shooter 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. All scripts are written in C#.

Portfolio Website

Individual Project

📅 Jul 2020 - present

Developed a personal portfolio from scratch using HTML/CSS/JS, primarily using the Bootstrap and jQuery libraries. The website has a responsive design that ensures it is well-formatted across many devices.

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.

PERSONAL INFO

@ danwei002@gmail.com

📞 647-461-3999

🌐 danwei002.github.io

📄 danwei002

📧 danwei002

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.

SKILLS

Programming Languages

Java Python C C++
C# HTML/CSS JavaScript

Soft Skills

Leadership Communication
Time Management
Problem Solving Teamwork

LANGUAGES

English ● ● ● ● ●

Mandarin ● ● ● ● ●

EDUCATION

Candidate for Bachelor of Software Engineering University of Waterloo

📅 Sept 2020 – present