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.

 $\textbf{Languages/Technologies:} \ \ \textbf{Python (NumPy, Pillow, GPIOZero, PiCamera), Raspberry Pi, Gital Color (NumPy, Pillow, GPIOZero, PiCamera), Raspberry Pi, Gital (NumPy, GPIOZero, PiCamera), Raspberry Picamera, Raspberry Picamera,$

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

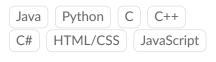
May 2020 - Sept 2020

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



Tools & Technologies



PERSONAL INFO

- @ danwei002@gmail.com
- **3** 647-461-3999
- danwei002.github.io
- in 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.

LANGUAGES

EDUCATION

Candidate for Bachelor of Software Engineering

University of Waterloo

Sept 2020 - present

94.7% average, 3.98 GPA