Daniel Lee

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EDUCATION

University of Toronto   Toronto, ON
Honours Bachelor of Science, Computer Science   *Sept. 2022 – June 2027 (Expected)*
- **Relevant Courses:** Software Design, Data Structures and Analysis, Software Tools and Systems Programming (C), Computer Organization, Linear Algebra, Calculus

TECHNICAL SKILLS

Languages: Python, Java, HTML/CSS, R, JavaScript, C, Bash
Tools: Scikit-learn, React, Node.js, Next.js, PyTorch, Git, Docker, MongoDB

EXPERIENCE

Research Assistant   Sept 2024 – Present
University of Toronto   *Toronto, ON*
- Developed a Python-based Bayesian optimization algorithm with Scikit-learn to accelerate the chemical discovery of new feasible photo-chemistry reactions
- Managed and analyzed experimental output data to optimize chemical reaction yields, ensuring the accuracy and performance of the algorithm
- Worked collaboratively in a team to present findings on reaction optimization and algorithmic efficiency at formal subgroup meetings

PROJECTS

AI-Message | *Java, MongoDB, GPT-4, Swing*   October 2023 – November 2023
- Created a messaging system, focusing on modernizing functionalities of the typical messaging system integrated with artificial intelligence features using GPT-4 to provide a feature-rich messaging experience
- Leveraged MongoDB to manage object-oriented backend data including contacts, message history, and chat IDs
- Utilized design principles such as the Clean Architecture Engine, SOLID and other design patterns, ensuring a robust and scalable foundation for seamless development and integration processes

Personal Portfolio Website | *HTML5, CSS, JavaScript, Bootstrap*   June 2023 – July 2023
- Created a personalized interactive personal portfolio using HTML5, CSS and JavaScript
- Utilized the Bootstrap framework to enhance the website's layout and overall aesthetic appeal
- Demonstrated proficiency in front-end web development by creating structured, clean HTML code

Steam Waiter | *Python, Tkinter, Requests, Beautiful Soup*   March 2023 – April 2023
- Utilized the Python Requests library to retrieve video game data and reviews from the Steam digital storefront, based on the user profile.
- Led a team of 4 in developing an interactive application, using a decision tree algorithm to provide personalized video game recommendations based on user preferences

EXTRA CURRICULARS

Toronto Symphony Youth Orchestra | *Section Leader*   September 2017 – April 2021
- Took a Leadership role in the Cello section of 12 members, ensuring that the entire section was up to standard, well-behaved, and responsible
- Awarded an annual full $10000 scholarship every year through successful auditions, fostering musical growth

University of Toronto Kingdom Come Club | *Student Leader*   May 2023 – Present
- Collaborated with other Student Leaders in leading the club, organizing events and mentoring others in their transition to university and through their academic journeys
- Managed club finances, including budgeting, fundraising, and allocating funds to support club activities