

DANIEL XIONG

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EDUCATION

University of California Santa Cruz
Computer Science B.S.

September 2018 – March 2021
GPA: 3.8/4.0

EXPERIENCE

University of California Santa Cruz | Undergraduate Researcher June 2020 - Present

- Leading an undergrad research team under Dr. Yi Zhang in UC Santa Cruz's IRKM Lab.
- Developing a virtual assistant for medical symptom diagnosis using state-of-the-art technologies.
- Implemented an Agile workflow to increase team productivity.

UAES Shanghai | Software Development Intern June 2019 – August 2019

- Developed a license plate detector using Python's OpenCV module.
- Learned and applied various machine learning algorithms, specifically convolutional neural networks, to improve upon the OpenCV license plate detector script.
- Worked with my team on an Inertial Navigation System for vehicles in an underground parking lot environment.
- Developed a Python script that automated the extraction, analysis, and transfer of compressed files from one machine to another through SSH.

PROJECTS

Tesla Stock Prediction

- Used machine learning, natural language processing, and data mining techniques to try and predict Tesla stock performance based on Elon Musk's Twitter feed.
- Used sentiment analysis and implemented many predictive models, such as decision trees, random forests, naive bayes, and neural networks.

smile

- Created facial recognition login software using computer vision as an alternative to Windows Hello.
- smile works on any webcam and computer, whereas Windows Hello requires expensive webcams with IR sensors for biometric scanning.

hiwhatsyourname

- Created and deployed a web app to help connect people in a college dorm environment.
- Users input information that they want to share into a webform. A QR code is generated for them to put on their dorm door; the QR code leads to a dynamically created web page containing the user's information.
- Created with Python's Flask framework and a SQL-Alchemy database. Hosted with Google Cloud's App Engine.

Remake of Flappy Bird game

- Created a Java Swing and Java AWT remake of the popular game Flappy Bird.
- This remake varies from the original in that at certain score thresholds, the gravity and colors become inverted.

EXTRACURRICULARS

Programming Competitions

- Competed in the USA Computing Olympiad at the Bronze, Silver, and Gold levels.
- Competed in the Lockheed Martin CodeQuest programming competition in Sunnyvale, CA.
- Competed in the Stanford University ProCo programming competition.

SKILLS

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|---------------------------------|--|
| Languages | Python, C, C++, Java |
| Frameworks and Libraries | Scikit-Learn, TensorFlow, Keras, OpenCV, NumPy, Pandas, Matplotlib |
| Technologies | Git, Bash, Jupyter, Google Cloud |