Daniel Xiong

dxiong5@ucsc.edu ¤ (510)-359-9056 ¤ github.com/dxiong2000 ¤ linkedin.com/in/dxiong2000

Education

University of California, Santa Cruz - Computer Science B.S. *2018 - 2022*

- Dean's Honor List 2018 - 2019
- GPA: **3.90**/4.00

Work Experience

Software Development Intern at UAES Shanghai *Summer 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

Weather Update script

- Wrote a Python script that sends a weather report as a text message to any phone number.
- Implemented the DarkSky Weather API to get weather data and used Amazon's AWS SNS API to send a weather report as a text message to users.

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.

Drum set app

- Created a Java Swing application that mimics a drum set.
- Includes a snare drum, hi-hat, crash cymbal, tom-toms, and kick drum. Plays sounds from audio files downloaded online.

Extracurriculars

Lockheed Martin CodeQuest *Spring 2018*

- Competed in the CodeQuest programming competition at Lockheed Martin in Sunnyvale, CA.

Stanford ProCo *Spring 2018*

- Competed in the ProCo programming competition at Stanford University.

USACO *2016 - 2018*

- Competed in the USA Computing Olympiad at the Bronze, Silver, and Gold levels.

Irvington High School VEX Robotics *2016 - 2018*

- Was the engineer and programmer for high school VEX robotics competition team.

Skills

Python, Java, C/C++, Git.

Experience with:

- Computer Vision and Machine Learning algorithms in Python (OpenCV, TensorFlow, SciKit-Learn, Keras).
- Competitive programming and problem solving.
- Algorithms such as greedy, sorting, depth first search (DFS), breadth first search (BFS), flood fill, dynamic programming (DP), and graph theory (SSSP and MST).