

Daniel Xiong

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EDUCATION

- **University of California, Santa Cruz** Sept. 2018 – Mar. 2021
Computer Science B.S., GPA: 3.80

EXPERIENCE

- **Undergraduate Research** June 2020 – Present
University of California, Santa Cruz
 - 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.
- **Software Development Intern** June 2019 – Aug. 2019
UAES Shanghai
 - 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 AND EXTRACURRICULARS

- **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, naïve 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.
- **hiwhatsyourna.me**
 - Created 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.
- **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

- **Languages:** Python, C, Java, LaTeX
- **Technologies:** Git, Google Cloud, TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, Matplotlib