

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
- Relevant Coursework: Data Structures and Algorithms, Computer Systems & Assembly Lang., Computational Models (In progress), Comparative Programming Lang. (In progress)

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

hiwhatsyourna.me

- A web app meant to 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 using Python's Flask framework with a SQL-Alchemy database. Hosted with Google Cloud's App Engine.

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.

Extracurriculars

Lockheed Martin CodeQuest

2018

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

Stanford ProCo

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.

Skills

Python, Java, C, Git.

Experience with:

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