

Daniel Cui

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Education

University of California, Santa Barbara

B.S. Computer Science 4.0 GPA

Expected Grad. 2028

Projects

[Daniel's Hacker News](#) (Apr 2024)

Designed an aesthetic wrapper for Y Combinator's Hacker News using its Firebase API and presenting the data in a cleaner design, for a simple way to check out tech news.

[Unimash](#) (Sep 2023)

Developed a creative college ranking system through user participation. Used MongoDB, SvelteKit's form actions, and chess rating systems.

[tinovation.org](#) (Jul 2023 - Jun 2024)

Built a versatile website for my high school coding club. Generated consistent interest and inspiration in programming through articles and projects from me and other officers.

[Calculus Visualization Animations](#) (May 2023)

Created an animated calculus lesson on the surface area from a rotated curve. Used Python and 3Blue1Brown's Manim library to generate the math animations.

These projects and more can be found at solunian.dev or my [GitHub](#).

Leadership

[Tinovation](#) (2020-2024)

- President of coding club (50+ students).
- Taught and developed vital skills for building real-world software to high schoolers.
- Instilled an innovative, project-based culture in the club's structure and members.

[PioneerHacks](#) (2022-2024)

- Lead organizer for two in-person hackathons (150+ participants).
 - Smoothly coordinated the itinerary and logistics of these two large scale events.
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Skills

Programming Languages:

(Proficient): Python, HTML/CSS/JavaScript, Java, C/C++.

(Currently Learning): Lua, Rust.

Frameworks & Libraries: Svelte/SvelteKit, React/Next.js, Tailwind CSS, MongoDB.