

Daniel He

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EDUCATION

University of California, Berkeley Class of 2023

GPA: 3.407

Intended B.A. Computer Science & Cognitive Science

- Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures & Algorithms, Designing Information Devices & Systems, XR Development, Discrete Mathematics & Probability Theory

EXPERIENCE

Extended Reality @ Berkeley (XR@B)

January 2020 - Present

Education Team Member (Spring 2020 - Present) | Education Executive (Spring 2021)

- Lead of the education branch of the Extended Reality @ Berkeley Club as Education Executive.
- Communicate between other organizations to promote VR/AR education.
- Manage multiple projects which includes the XR DeCal, VR/AR Education workshops across campus, and several other projects.
- Teach technical workshops to get new club members up to speed on XR, Unity, and C#.

Extended Reality Development DeCal (XR DeCal)

January 2020 - Present

Virtual/Augmented Reality Lead Course Facilitator

- Lead facilitator for the student-run XR course, teaching VR/AR development & design principles.
- Teach lectures, create lecture content, develop lab curriculum, grade homeworks & labs, and manage communication through Piazza and the decal email.

UC Berkeley EECS Course Staff Intern

September 2020 - Present

Academic Intern

- Assist the TAs during labs and office hours in teaching some CS fundamentals and answering questions that students have in CS 61B (Data Structures).

PROJECTS

- **Camping VR:** Virtual Reality camping simulator developed in Unity with various interactive tasks to complete around the campsite.
- **Augmented Reality Curriculum for XR DeCal:** Developed a new lab sequence for the XR DeCal for the remote semester, focusing on augmented reality development using Unity's AR Foundation for mobile devices.
- **Gitlet:** A version-control system made in Java that mimics some of the basic features of the system Git.

TECHNICAL SKILLS

- **Highly skilled:** Java, Python, C#, Unity, HTML/CSS, Git
- **Proficient:** SQL, Scheme, C++, JavaScript, React, LaTeX, NumPy, JUnit, Autodesk Maya, Bootstrap, Unreal Engine, Android Studio
- **Other:** Mandarin, French (Conversational)

ACHIEVEMENTS

- **CodeDay LA - Best in Show Award (2018):** Developed a card/deck system in Unity with mechanics to draw the cards and place down cards in a playing field.