Daniel He

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EDUCATION

University of California, Berkeley Class of 2023   GPA: 3.529

B.A. Computer Science

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

EXPERIENCE

Extended Reality @ Berkeley (XR@B)   January 2020 - Present

Education Executive (Spring 2020+) | President (Fall 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/Data Sci Course Staff   September 2020 - Present

Academic Intern

- Assist the TAs during labs and office hours in teaching the material of each class and answering questions that students have in CS 61B (Data Structures) & Data 8 (Foundations of Data Science).

Virtual Bauer Wurster (UCB College of Engineering and Design - XRLab)   January 2021 - Present

Student Researcher, Web & Unity Developer

- Software developer of virtual recreation of Wurster Hall developed in Unity where students can interact with various parts of the building, hold online virtual events, view & showcase student's architecture models, attend classes, and submit assignments virtually.
- Research & development on bettering the user experience and user interactions within the 3d environment.
- Built the landing page for the application and exhibitions/showcases.
- Developer on the in-app 3d editor where students can edit and fine tune their architectural models.

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.

TECHNICAL SKILLS

- **Highly skilled**: Java, Python, C, C#, Unity, HTML/CSS, Git
- **Proficient**: SQL, Scheme, C++, JavaScript, Assembly Language, 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.