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## Daniel He

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### EDUCATION

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#### 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

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### EXPERIENCE

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#### 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).

#### Virtual Bauer Wurster

January 2021 - Present

*Software/Web Developer*

- Created the landing page for the Virtual Bauer Wurster project website.
- Project is a virtual recreation of Wurster Hall developed in Unity where students can interact with various parts of the building, and they can attend classes and submit assignments virtually. (launching soon)

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### PROJECTS

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- **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.

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### TECHNICAL SKILLS

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- **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)

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### ACHIEVEMENTS

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- **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.