

Daniel Zhang

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EDUCATION

University of British Columbia

Bachelor of Applied Science

Vancouver, BC

Aug. 2024 – May 2028

Mount Douglas Secondary School

High School Diploma

Victoria, BC

Sep. 2020 – June 2024

EXPERIENCE

Android Developer

Spawn App — Java, Kotlin

February 2025 – Current

Vancouver, BC

- Implemented live map location page using MapBox, providing real-time tracking capabilities and improving user engagement.
- Developed intuitive in-app navigation, boosting usability, by integrating custom routing and smooth transitions.

Analytics Subteam Member

UBC Bionics — Python, MATLAB

January 2025 – Present

Vancouver, BC

- Analyzed and processed EEG data for our Brain Computer Interface, allowing users to navigate a computer through brain activity.
- Researched computer vision algorithms for the BIONIC arm, enabling object detection accuracy by leveraging pretrained computer vision models.

Director of Information Technology

Vancouver Packages for Hope — React, Javascript

February 2024 – January 2025

Vancouver, BC

- Built a professional website for Vancouver Packages for Hope, a non-profit organization.
- Implemented intuitive navigation, volunteering sign-up integration, and creative designs
- Distributed 500+ care packages as an organization to those in need

PROJECTS

Avio's Realm | Java

October 2022

- Developed a 2D platforming game engine within vanilla Java
- Included custom physics engine and tilemap processor
- Allowed for ease of map and sprite customization

Brook Taylor Virtual Gallery | Python, Manim, Javascript, HTML/CSS

June 2024

- Designed and developed a virtual gallery of the mathematician Brook Taylor's legacy
- Rendered an animation showing a Taylor Approximation using the Manim library

Snap Campus | React, Node, SQL

Current

- An interactive map application with location based social media features
- Uses location based data analysis to match students with potential friends
- Created as a part of the Biztech Tri-mentorship Program

Hwei Realm | C, Unity

Current

- A 2D rougelike fighting game with procedural generation
- Uses gesture recognition algorithms as core game mechanic

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, PHP, C#

Developer Tools: Git, Unity, Blender, MySQL