

**NAME**

Daniel Liu - student that likes to try a bit of everything

**SYNOPSIS**

**danieliu** [--developer] [--skills=<web|linux|game>]

**DESCRIPTION**

**Daniel Liu** is a 1st year cs student at **uwaterloo** in the digital hardware specialization. He is currently attending cs146 and math146.

**OPTIONS****--developer**

A couple things Daniel has worked on so far includes:

- \* **9it-cli** (C) - A naive implementation of git built from scratch. Involved binary I/O, command line opt parsing, and packaging for various linux distros.
- \* **Wave Function Collapse** (TS) - Implemented the wave function collapse procedural generation algorithm for pixel sprites.
- \* **Soulless** (Unity/C#) - Game created for ludum dare 45 in under 72 hours. Ended up as top 20 most played game in jam.

**--skills=web**

Daniel has a bit of experience on every aspect of the stack. On the frontend, he has worked with web frameworks such as **Vue** and a bit of **React**.

On the backend, he can set up **REST** endpoints, and has a bit of experience with **GraphQL**. In addition, he can interface with databases such as **mongoDB** and **SQL**. Some other things he can do include managing a **nginx** webserver, **DNS record** configuration, and some **sysadmin** work.

**--skills=linux**

Daniel runs **arch linux** as his daily driver and is currently playing around with **gentoo linux**. He loves minimal software and writing shell scripts to automate everyday tasks. In addition, he religiously uses **vim** bindings. Thus, he is comfortable on a **command line** (perhaps even more than a gui), and knows how to use core utils (grep, sed etc).

**--skills=game**

Daniel has worked on numerous games over the years, most of them created using the **unity game engine**. He has messed around with VR, networked games, and shader programming (using HLSL). In addition, he has used **blender** for animation rigging, **tiled map editor** for 2d map design, and **piskel** for pixel art.

**HISTORY**

Shad York 2019

Vincent Massey Secondary School graduate

**REPORTING BUGS**

Daniel does not respond to bug reports about his personality, but he will answer any questions. Emails should be directed to *danieliu3120@gmail.com*

**SEE ALSO**

**website:** *https://danieliu.xyz*

**github:** *https://github.com/MrPicklePinosaur*

**devpost:** *https://devpost.com/pinosaur*

**itch.io:** *https://pinosaur.itch.io*