

DANIEL ASIMIAKWINI

Software Designer

📍 Edmonton, AB | 📞 (587) 434 9320 | ✉ kwiniidan@gmail.com | 🌐 byvalvin.github.io

PROFILE

Innovative software designer with over four years of experience developing and deploying software across research, mobile, and web domains. Proficient in both front-end and back-end technologies, with a proven track record in app design, implementation, testing, and team collaboration. Experienced in Computing Science, academic research, and technical writing. Known for creativity, clarity in technical communication, and a commitment to delivering high-quality software and data-driven solutions.

HIGHLIGHTS

- **Versatile Skills:** Expertise in Frontend & Backend Development with emphasis in meeting both functional and non-functional requirements..
 - **Notable Projects:** Include both self-directed work and client requests in Games, Information Retrieval Systems, mobile and web applications.
 - **Leadership Experience:** Managed projects and led teams effectively with emphasis on Agile principles and practices.
 - **Innovative Solutions:** Designed interactive educational tools, sophisticated simulators, immersive games and effective strategies.
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EDUCATION

University of Alberta

Bachelor of Science with Honors in Computing Science

- Honors: First Class
 - Awards: Amdahl Academic Achievement Scholarship, Kao Family Eisenco Scholarship
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SKILLS

- **Front-End:** React, Vue, TailwindCSS
- **Back-End:** Django, Flask, FastAPI, Express + Node, Ruby On Rails.

- **Programming Languages:** Python, Java, C/C++, JavaScript, TypeScript, C# and more.
 - **App Design:** Android & iOS
 - **API:** REST API Creation and Consumption
 - **Database Management:** MongoDB, Firebase, Supabase, PostgreSQL
 - **Tools:** Microsoft Suite, Google Suite, Git/GitHub, Firebase, Figma, Android Studio, Visual Studio Code, Unity
 - **Other:** Application of ML Methods, Information Retrieval System Design, Agile Development
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WORK EXPERIENCE

Tutor

Tutor Pals (2025 -)

- A wide range of subjects; Mathematics, high school-level Biology, Physics and Chemistry, Non-Fiction writing & Creative Writing, Computer Science.
- Employed multiple teaching techniques as needed; student-centred, socratic, direct instruction.

Software Intern

Kaco Systems (2024)

- Collaborated with senior engineers to develop and optimize software solutions for client-facing infrastructure projects.
- Contributed to testing and debugging custom software tools
- Worked on internal software utilities that aided in system monitoring and reporting, streamlining client service offerings.

Prompt Engineer (Freelance)

Outlier.ai (2023 -)

- Crafted domain-specific prompts and responses for AI model training in programming, computer science, biology, chemistry, biochemistry, philosophy, math and technical writing.
- Developed datasets reflecting real-world complexity across multiple coding languages and paradigms.
- Ensured accuracy, clarity, and pedagogical value in all generated educational content.
- Collaborated remotely with internal reviewers to enhance dataset consistency and tone.

Software Designer, Product Owner

Aquatic Biosphere Project (2023)

- Defined product requirements, prioritized features, and designed educational games.
- Developed an organism identification system using OpenCV.
- Developed a cross-platform app for education on the Albertan Biosphere.

Research Assistant

Laboratory of Intelligent Manufacturing Design and Automation (2021)

- Developed iOS and Android applications and applied machine learning models.
- Established frameworks for image classification in app development.

Personal Tutor (2017-)

- A wide range of subjects; Mathematics (Trigonometry, Geometry, Algebra, Pre-Calculus, Calculus, Linear Algebra), Computer Science, Creative Writing, Rhetoric, Biology 30.
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VOLUNTEER EXPERIENCE**Arts For YoungSTARS**

President (2021 - 2023)

- Coordinated executive board and team activities.
- Managed budgets, organized events, and handled logistics for fundraising and safety.

Advisor (2023 - date)

INTERESTS & EXTRACURRICULAR

- **Animation:** Passionate about drawing and bringing illustrations to life.
 - **Gaming & Game Development:** Enjoy creating interactive and engaging games.
 - **Technology Trends:** Stay updated with the latest advancements in software and design.
 - **Music Composition:** Compose music in different forms and genres.
 - **Myth & Stories:** Fascinated by stories as a means of expressing deep ideas.
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NOTEWORTHY PROJECTS**ProQuest**

Description: A comprehensive website for tracking players and teams, featuring performance tracking and team planning.

Technologies: Visual Studio Code, Figma, TailwindCSS, Vite, ReactJS, ExpressJS, MongoDB, NodeJS, npm

Best Feature: Planner Page for creating and sharing custom team formations.

StarCraft II Stalker Rush Bot

Description: A C++ bot with a Protoss Stalker Rush Build, achieving a ~70% win rate against lower difficulties.

Technologies: C, C++

AR Animal Identification

Description: An app using image identification to enhance awareness of the Albertan Biosphere, featuring interactive games and an admin interface.

Technologies: Android Studio, Figma, Flutter, FastAPI, PostgreSQL, OpenCV

Best Feature: Cross-platform compatibility.

Pawn's Path: A Endgame Forge

Description: A chess simulator and practice tool. Makes use of supervised learning to train chess bots on different playstyles and strategies. Integrates SOTA engines like Lc0 and Stockfish. Can be used to test strategies against each other and develop new ones.

Technologies: Unity, C#, Python, Selenium, Pytorch, draw.io

Global Chat App

Description: A real-time, full-stack messaging platform featuring a shared public chatroom; seamless real-time communication, secure user authentication, responsive UI with dynamic message rendering.

Technologies: Rails (API mode), ActionCable (WebSockets), Vue.js, TailwindCSS, PostgreSQL

Slate

Description: A mobile app designed as a personal fitness trainer and companion.

Technologies: Expo, React Native, NodeJS, Express, MongoDB, OpenAI API, GoogleAPIs, Google Cloud Console, Vercel.