

DANIEL ASIMIAKWINI

Software Designer

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PROFILE

Innovative software designer with over four years of experience in developing and deploying software for research, mobile, and web applications. Proficient in both front-end and back-end technologies, with a proven track record in app design, implementation, testing and team collaboration. Known for creativity, attention to detail, and a commitment to delivering high-quality software 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

Graduated June 2024

- 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.

- **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

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.

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.
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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