

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. Can be used to test different stratagems, tactics and strategies against each other and develop new ones.

Technologies: Unity, C#, draw.io