

# Daniel Chahine

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## EDUCATION

### York University

Expected May 2026

*Spec. Hons. Bachelor of Science, Computer Science*

Toronto, ON

- **Relevant Course Work:** Machine Learning, Operating Systems, Database Systems, Software Design, User Interface, Computer Organization, Advanced Data Structures, OOP
- **Overall GPA:** 3.9/4.0

## EXPERIENCE

### York University

April 2025 - August 2025

*Data Analyst*

In Person

- Designed an additional 12 question discovery for call pickups, lifting RCB accuracy from 76% to 80% and raising post-call user-satisfaction scores.
- Trained a Python-based churn-propensity model on **680K** customer records, enabling marketing to target high-risk users with retention offers.
- Built a lightweight “Analytics Brief” template (business question, hypotheses, data sources, KPI definitions) to accelerate decision-making in weekly product reviews.

### York University

April 2024 - July 2024

*Research Assistant*

Remote

- Led a research project with a university professor to develop an **AI model** based on the Daily Dialogue dataset to predict the next emotion in a conversation.
- Fine-tuned a **GPT-2 model** using **PyTorch** and Hugging Face Transformers, improving emotion prediction accuracy through early stopping and learning rate adjustments.

## TECHNICAL SKILLS

**Programming Languages:** Java, Python, C, C++, C#, SQL, JavaScript, HTML, CSS, Assembly, BASH

**Frameworks & Tools:** PostgreSQL, SQLite3, MongoDB, JAX, Pytorch, Flask, Git, JUnit, JavaFX, Scene Builder, JML, WebGL, Unity, Linux/Unix, Figma.

## PROJECTS

### FitCoach

November 2024

*SQL, JS, Flask, Python, HTML, CSS, PHP*

GitHub

- Optimized **SQLite3** database architecture by indexing and query structure, reducing user access time by **40%**.
- Developed a feature to save workouts locally in a **JSON** format, leveraging JS for seamless functionality and data integrity.
- Participated in **Scrum** methodology and collaborative development through **Trello** and **Git** to deliver maintained contributions.

### Othello Game

September 2024

*Java, JUnit, JavaFX, Scene Builder*

- Developed a fully functional Othello game using **JavaFX** and the **MVC** architecture design, replicating its core mechanics with a points system to provide an authentic gameplay experience.
- Implemented a Greedy, **AI algorithm**, that prioritizes maximum point acquisition, over long-term strategy.

### UNHack 2023 • Edify

October 2023

*Html, CSS, JS*

Website

- Developed Edify, an AI-powered online learning platform **prototype** to personalize education based on individual learning styles while ensuring data privacy
- Created an **interactive game development demo**, showcasing different learning approaches through a hands-on coding experience for visual, auditory, and text-based learners.
- Presented the project at **UNHack 2023**, winning the People’s Choice Award for its potential impact on personalized and privacy-focused education.