

Daniel Chahine

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EDUCATION

York University

Expected April 2027

*Honours Bachelor of Science in **Computer Science**.*

Toronto, ON

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

EXPERIENCE

York University

April 2025 – August 2025

Data Analyst Intern

Toronto, ON

- Queried **RRFSS** health data in **PostgreSQL** using group-by, and demographic filters to create analysis subsets.
- Processed datasets using **Pandas** and **NumPy** to normalize and compute descriptive metrics, producing trend analyses guiding public health recommendations.
- Evaluated substance use trends (cannabis, tobacco, alcohol) by running **SPSS cross-tabulations** and **Excel dashboards**, providing insights that informed local health unit policy planning.
- Managed scripts and queries with **Git**, ensuring reproducibility and collaborative **version control** across cycles.

York University

April 2024 – July 2024

Research Assistant

Remote

- Led a **research project** to develop an **AI model** (DailyDialog dataset) to predict the next emotion in a conversation.
- Fine-tuned a **GPT-2** model with **PyTorch** and Hugging Face, improving accuracy via early stopping and LR tuning.

SKILLS

- **Languages:** Python, Java, JavaScript, SQL, C/C++, C#, Bash
- **Frameworks:** React, Node.js, Flask, JavaFX, Pytorch, JAX, Spring Boot
- **Databases:** MySQL, PostgreSQL, SQLite3, MongoDB
- **Tools:** Git, Docker, Linux/Unix, Figma

PROJECTS

FitCoach

November 2024

SQL, JavaScript, Flask, Python, PHP, MongoDB

GitHub

- Developed a **full-stack** fitness tracker app using **JavaScript**, **React**, **Node.js**, **Express**, and **MongoDB** to track calories, workouts, and progress for a wide user base, offering over **10 different customizable tools**.
- Implemented a **scalable solution** that supports diverse fitness needs across multiple user tiers.

Othello Game

September 2024

Java, JUnit, JavaFX, Scene Builder

- Built a full Othello implementation with **JavaFX** using **MVC** and a scoring system for authentic gameplay.
- Implemented a **greedy AI** heuristic prioritizing immediate point gain.

UNHack 2023 • Edify

October 2023

HTML, CSS, JavaScript

Website

- Prototyped an AI-powered learning platform for **personalized** study while emphasizing privacy.
- Built an **interactive** demo highlighting visual, auditory, and text-based learning modes.
- Presented at **UNHack 2023**; won the People's Choice Award.