Daniel Chahine

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Education

Spec. Hons. Bachelor of Science, Computer Science   Expected May 2026
York University   Toronto, ON

- **Coursework:** Data Structure and Algorithms, Object Oriented Programming, Software Design, Advanced Software Engineering, Database Systems, Operating Systems, Network Protocols, Machine Learning, Big Data Systems
- **Overall GPA:** 3.9/4.0

Experience

Research Assistant   April 2024 - July 2024
York University   Toronto, Canada

- 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

- **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

Think Board | *JavaScript, React, Express, MongoDB, Axios*   GitHub

- Built a full-stack idea-capturing web application with the **MERN-plus** stack (MongoDB, Express, React, Node, Vite, DaisyUI) to let users instantly create, edit, and search notes in real time.
- Designed a **responsive** single-page interface with **React Router**, **DaisyUI**, and **PostCSS**, achieving < 50 ms hot module reloads and seamless navigation across devices.

FitCoach | *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.

My Calendar | *JavaScript, PHP, PostgreSQL, XAMPP*   GitHub

- Designed and developed a **self-hosted Google Calendar-style web app** with PHP, JavaScript, and PostgreSQL, providing users with customizable event scheduling.
- Engineered modal-based **CRUD** operations (create, read, update, delete) for events, improving efficiency and maintaining data integrity in the database.

Othello Game | *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 | *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.