

DANIELA AKOH

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Creative, well-rounded undergraduate student pursuing a degree in a STEM field but with passions in the arts. Excels in problem-solving, time management, and adaptability. Seeking experience in a creative and technological capacity, and hoping to apply my skills in coding, creativity, and communication to gain further knowledge and expand my abilities.

EDUCATION

COMPUTER SCIENCE, Fordham University

SEPTEMBER 2020 – MAY 2024

- Bachelor of Science, Computer Science | Minor in Visual Arts
- GPA: 3.7 | Dean's List for Fall 2020, Spring 2022, Spring 2023

EXPERIENCE

WEB DESIGN INTERN, THE CENTER FOR FICTION

MAY 2022 – AUGUST 2022, JANUARY 2023 – MAY 2023

- Reviewed and updated website content using WordPress and Intuit Mailchimp.
- Completed audits of the company's new website, peer-reviewed content, and edited web pages, email blasts, and newsletters.

GRAPHIC DESIGN INTERN, FIRELIGHT MEDIA

SEPTEMBER 2023 – DECEMBER 2023

- Created social media graphics for promotional events using Adobe Creative Suite and Canva.
- Updated existing graphics, keeping in line with company brand kits and refreshing brand styling where required.

PROJECTS

PORTFOLIO WEBSITE

- A responsive website showcasing my work experience, projects, and portfolios. Wireframed using Figma and programmed with HTML, CSS, and JavaScript. Hosted using GitHub Pages.
- Includes in-depth analysis of project progress and work experience details, presented using web design fundamentals.

LITMUS

SEPTEMBER 2023 – CURRENT

- An interactive, responsive website teaching colour psychology, created to assist companies in their branding decisions
- Gives information on 9 different colours, and allows users to compare colours to check for colour harmony. Wireframed using Figma and programmed with HTML, CSS, and JavaScript.

AURAL

MARCH 2023 – MAY 2023

- Designed an app that allows users to select their mood, and provides playlists from different music streaming services to match that mood.
- Programmed with Swift/SwiftUI, utilising iOS programming fundamentals.

SWIM

SEPTEMBER 2023 – DECEMBER 2023

- Designed and programmed a 2D underwater computer game inspired by Madorium and Spiral Circus Limited's *Silt*.
- Prompted Midjourney's AI image generation to create graphics, and used Adobe Photoshop's photo editing capabilities to enhance them.

TECHNICAL SKILLS

- Programming languages: C++, HTML/CSS, JavaScript, Swift/SwiftUI
- Software: Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Canva, Figma, GitHub, GitHub Pages, Mailchimp, Unity, Visual Studio, WordPress

INTERESTS

- Personal projects: geometric-patterned art wall, fantasy fiction novel, hip-hop choreography for a showcase performance
- Hobbies include: Dance, Drawing, Painting, Reading, Writing