

# ISAIAH DAKIN

| [Isaiah.Dakin@gmail.com](mailto:Isaiah.Dakin@gmail.com)

## EDUCATION

### UNIVERSITY OF NEW BRUNSWICK

B. OF COMPUTER SCIENCE  
Fredericton, N.B. | May 2026

## SKILLS

Python • JavaScript • C# • Java •  
C • ASM • Git • Godot  
4 • Linux • Windows • SQL (Mari  
aDB) • HTML/CSS • React.js • Fi  
ask

## COURSE WORK

Coding Principles & Norms.  
Data Structures & Algorithms.  
Algorithm Theory.  
Database Design & Theory.  
Software Design &  
Development.  
Operating System Theory.  
Web App Development.  
Game Development.  
Computer Science Ethics.  
Conducting HCI Research.

## LINKS

[isaiahdakin.ca](http://isaiahdakin.ca)  
[ultradungeon.ca](http://ultradungeon.ca)  
[Github://Isaiah-Dakin](https://github.com/Isaiah-Dakin)  
[LinkedIn://isaiahdakin](https://www.linkedin.com/in/isaiahdakin/)

## EXPERIENCE

### SCOTT'S NURSERY | TREE & SHRUB ASSOCIATE / SERVICE TECHNICIAN | Lincoln N.B. | May 2022-Present

- Assist customer needs in-person and via telephone.
- Upkeep of business products, grounds, and structures.
- Deliver products to customers in the Fredericton area.

## PROJECTS

### ULTRADUNGEON | CO-DEVELOPER & PROJECT MANAGER | March 2023-Present

- An original indie dungeon-crawler in development since early 2023. Created using the Godot game engine and C# scripting. Read more via the 'Links' subsection.

### ISAIAHDAKIN.CA | LEAD DEVELOPER | September 2025-Present

- A personal web-page, just for fun. An SPA built using React.js and hosted on Github Pages. Visit this page via the 'Links' subsection.

### ULTRADUNGEON.CA | CO-DEVELOPER | September 2025-Present

- A web-page developed specifically for ULTRADUNGEON. Built using React.js and hosted on Github Pages. Visit the page via the second link of the 'Links' subsection.

### CRT | CO-RESEARCHER & DEVELOPER | September 2025 - December 2025

- A 2D platformer built for a level 4000 HCI research project: "Testing a potential mouse-only input method in PC platformers for accessibility." Null hypothesis accepted; future research may try a different possible mouse-only input method.

## REFERENCES

