DENIS KEVINE SIMA

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Skills

Programming Languages:

- Python (Pandas, NumPy, SciPy, MatPlotLib)
- (
- HTML, CSS
- JavaScript
- Microsoft Azure (DataBricks, Azure Data Lake, Azure Data Warehouse)
- Microsoft Power BI

Technologies & Frameworks:

- Excel (VLOOKUP, Conditional Formatting, Pivot Tables)
- Tableau
- Git/GitHub
- Jasmine
- Flask
- Bootstrap
- SQL (SQL Server, MySQL, PostgreSQL)

Projects

AMAZON WEB CLONE PROJECT – Personal Project – Orono, Me

June

- Designed a responsive website inspired by Amazon, featuring a homepage, cart functionality, and dynamic updates.
- Built a checkout page with order summary and payment sections and an orders page showing history, and tracking
- Utilized HTML, CSS, and JavaScript to create modular code, manage cart functionality, and ensure responsiveness across devices

ROCK PAPER SCISSORS GAME - Personal Project - Orono, Me

January,2024

- Developed a Rock Paper Scissors game using HTML, CSS, and JavaScript, featuring an interactive UI and a dark-themed design.
- Implemented game logic for player vs. computer moves, random selection by the computer, and score tracking with local storage for persistence.
- Created functionalities to display results, update scores dynamically, and reset scores with a single click.

GITHUB REPOSITORY FINDER - Personal Project - Orono, Me

Januay,2025

- Developed a responsive web application to explore GitHub repositories by language, using JavaScript, DOM manipulation, and the GitHub REST API.
- Designed an interactive dropdown menu with DOM manipulation to dynamically display repository details.
- Implemented a refresh button to fetch new repository recommendations.

Work Experience

NETT ORGANIZATION, REMOTE WEB DEVELOPER - Orono, ME

May 2023 - Present

- Maintained and updated NETT's website for students in Sierra Leone using Raspberry Pi technology.
- Implemented features to improve functionality, security, and user experience.
- Developed and tested new features to enhance accessibility and interaction.
- Collaborated on performance and security improvements for the platform.

Education

BACHELOR OF SCIENCE IN COMPUTER SCIENCE— University of Maine Orono Completed Classes: Software Engineering, Programming Languages, Data Structures, Analysis and Algorithms

Expected graduation 05/2026