

Daniel Aderemi

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Education

University of Alberta — BSc, Computer Science (Specialization)

Edmonton, AB

Sep 2022 — May 2026 (expected)

Relevant Coursework: Formal Systems and Logic in Computing Science; Practical Programming Methodology; Algorithms; Linear Algebra; Applied Statistics; Introduction to Software Engineering; Database Management; Search and Planning in AI; Information Retrieval; Web Applications and Architecture; Machine Learning.

Experience

Chase IT Consulting Inc — Data Analyst Intern

May 2025 — Aug 2025 | Edmonton, AB

- Collected, cleaned, and synthesized large multi-source datasets to support complex consulting projects.
- Ensured data integrity via validation pipelines and error-tracking to resolve discrepancies.
- Monitored ETL and data-warehouse loads to ensure reliable, on-time reporting.
- Built actionable Power BI dashboards and visualizations for stakeholder decision-making.
- Maintained multiple WordPress sites and built *Forteguard.ca* end-to-end, including UX improvements and deployment.
- Authored QA test cases, executed functional tests, and logged defects to improve system reliability.

Projects

2D Platformer Game — Unreal Engine 5, C++, Blueprints, Paper2D

Jun 2024 — Aug 2024

- Developed a fully playable side-scrolling platformer using UE5 Paper2D with custom physics, animation states, and collision profiles.
- Implemented responsive character locomotion (run, jump, coyote-time, variable jump height) using optimized Blueprint state machines.
- Built enemy AI with detection radii, behavior-driven movement, and damage systems via Blueprint/C++ hybrid scripting.
- Designed modular tilesets, parallax backgrounds, and trigger-based events to enable fast level iteration and reuse.
- Implemented collectibles, checkpoints, and health systems using GameMode, PlayerState, and persistent save data.
- Integrated UI (health bars, score, pause menu) using UMG with data-bound properties.

Nexus: Distributed Social Networking App — Python, Flask, JavaScript, Docker, SQL

Jan 2025 — Apr 2025

- Built a collaborative document-editing platform with real-time multi-client synchronization using WebSockets.
- Exposed RESTful JSON APIs for CRUD operations, authentication, and session management.
- Implemented a dynamic JavaScript/HTML5/CSS frontend to render and live-sync nested outlines.
- Containerized development with Docker for consistent environments and smooth deployment.
- Modeled SQL schemas for authentication and document metadata; performed data migrations as features evolved.

UofA Autonomous Robotic Vehicle Project (ARVP) — ROS2 (C++/Python)

Present

- Authored and maintained internal software documentation to streamline onboarding and development workflow.
- Contributed to ROS2 function-class implementations, refactoring and adding features for maintainability.
- Collaborated with the software team to standardize patterns and ensure consistency across modules.
- Supported debugging and testing of core mission-planning and control software components.

Skills

Programming: Python, Java, C, JavaScript, HTML, CSS, R, Unity, Unreal Engine

Web: Flask (Python), REST APIs, WebSockets, Firebase (Realtime Database), Responsive UX

Data: SQL, Data Validation, ETL Monitoring, Power BI (data visualization)

Tools: Docker, Git, Microsoft Visio, WordPress, Node.js

Methods: Agile/Scrum, Test-Driven Development (TDD)

Certifications

Scrum Fundamentals Certified | Six Sigma Yellow Belt | Microsoft PL-300