Daniel Nwaroh

4th Year Computer Science Student with practical experience in testing, software development and web design. Completing degree by the end of June. Seeking a full-time position that will allow me to enhance my technical acumen and complement theory learned in University.

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EDUCATION

University of Calgary, Calgary AB— *B.Sc. in Computer Science*
3.63 GPA over the last 10 courses
September 2016 - PRESENT

PROFESSIONAL EXPERIENCE

O2 Planning + Design, Calgary AB - Software Developer Intern
May 2019 - December 2019
- My primary job was to design a web tool for data analysis and visualization, and that could be used by planners and architects within the company.
- The tool was also used for categorizing data from the public
- Later on, machine learning was used to automate this process.
- I also designed and maintained GIS tools used for public engagement and data collection.

PROJECTS

Project: Collaborative Learning(Web Based Application) - *React Developer*
January-April, 2020
Developed a web application that allows users to share educational content with others, and create custom courses intended to be used by themselves or others. Forms of content include images, pdf's, videos, and other documents.
GitHub Link: https://github.com/ZacharyKahn16/collaborative_teaching

Semester Project: SpotGrab(Android Application) - *Mobile Developer*
September-December, 2018
As a semester project in an entrepreneurship class, my group and I created an Android Application that connects employers to potential employees, to help the employer fill in a shift for that one specific day. In development, we used Android Studio and Google Firebase for our database. During the planning phase, Figma was used to sketch out different UX designs.
GitHub Link: https://github.com/danielnwaroh/SpotGrab

Semester Project: Shuffl— *Programmer, Primarily Front End/UI Developer*
January-April, 2019
As a semester project, my group and I created a website that allows users to talk to each other and listen to music at the same time. Essentially users would create chat rooms where the host can control the music being played in that room, while everyone else can communicate with each other within the chat room The music streaming was handled using the YouTube API. For the front-end portion, we mostly used React, while for backend, database and server communication we used MongoDB and Express.
GitHub Link: https://github.com/danielnwaroh/Shuffl

RELEVANT COURSEWORK
- Data Structures, Algorithms, and Their Analysis
- Distributed Systems
- Database Management Systems
- Software Entrepreneurship
- Information Security & Privacy
- Computer Networks
- Web-Based Systems
- Human-Computer Interaction
- Information Visualization

TECHNICAL SUMMARY
PROGRAMMING LANGUAGES
Java · Python · C/C++ · Javascript · HTML · C# · ARM Assembly · CSS · React · Angular · Vue.js · Pascal · Prolog · Kotlin · SQL · .NET · Node.js · Express · jQuery · Bootstrap · D3.js · Esri Leaflet

DESIGN & IDE TOOLS
UML · Eclipse · NetBeans · Android Studio · JUnit Testing Framework · Visual Studio · Figma · Adobe XD · Illustrator

SYSTEMS
Windows · Linux/Unix · Mac OS X · Raspberry Pi

OTHER SKILLS
Machine Learning (Natural Language Processing) · GIS · UX Design

INTERPERSONAL SKILLS
Leadership
Experienced in leading groups through tasks while keeping everyone involved and motivated.
Problem Solving
I am a creative problem solver and enjoy figuring out new ways to solve problems.
Team Work
I've worked in several teams and successfully played a wide variety of roles.

LANGUAGES
English, Igbo, Dutch

Java Game: Astro Jump — *Programmer*

January 2017 - April 2017

A semester-long project which was a live-action game coded in Java, which uses GUI, and multiple other graphical implementations. Done as a class project in the first year of the program. Completed with other members of my group. Received an A+ on this project.

GitHub Link: https://github.com/danielnwaroh/AstroJump

Hackathon Project: Lynck — *Programmer*

February 16, 2019

As a Hackathon project, my team and I created a website that would help parents communicate with teachers easier and track their children in school. This includes things like viewing grades, looking at the current agenda, viewing attendance, and also providing authorization for things like field trip forms all via our website. In designing this, we used HTML, CSS, and JavaScript for the front end, and MongoDB for the backend and administration. Pictures are included in the link.

GitHub Link: https://github.com/danielnwaroh/LYNK

Raspberry PI: Arkanoid Game- *Programmer*

April 2018

A video game created as an assignment. It was coded completely using ARM Assembly on Raspberry Pi 3. The game itself is playable with a SNES controller. Completed with two other classmates. Received an A on this project.

GitHub Link: https://github.com/danielnwaroh/Arkanoid

Extracurricular & Hobbies

UCFC (University of Calgary Football Club), Student Union Club **-** *VP of Information Technology & Social Media*

September 2017- January 2020

- Created and maintained a database of all members of the club.
- Manages email system, online bookings and our social media presence.
- Wrote a GUI application in Python that checks in members for club events and signs up new members

CSUS(Computer Science Undergraduate Society), Student Union Club

September 2016- March 2020

- Participated in events hosted by CSUS, such as
  - Weekly competitive programming
  - Annual Hackathons