

# Daniel Nwaroh

3rd Year Computer Science Student with practical experience in usability testing, software development and web design. Seeking an internship position that will allow me to enhance my technical acumen and complement theory learned in University.

## EDUCATION

**University of Calgary, Calgary AB**— *B.Sc. in Computer Science, Concentration in Software Engineering*

September 2016 - PRESENT

Clubs:

- University of Calgary, Computer Science Undergraduate Society
- UCFC(University of Calgary Football Club)- VP Information Technology & Social Media

## PROFESSIONAL AND VOLUNTEER EXPERIENCE

**Phidgets Inc, Calgary AB**— *Usability Testing*

May 2018

- Performed system, unit and functional testing on applications on the website.
- Performed usability testing of their website and make recommendations.
- Drafted report on the overall usability of their product and website. Recommendations in the report were implemented.
- Wrote code python code to operate the Phidgets Inc. temperature sensor and output temperature data to the console.

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

September 2017- PRESENT

- Created and currently maintaining a database of all members of the club.
- Currently designing an upcoming website,
- Manages email system, online bookings and our social media presence.
- Responsible for the increase in enrollment and online presence. Instagram followers have increased by about 30%. In the last month, the Facebook page has gained a 46% increase in likes and followers.
- Wrote a GUI application in Python that checks in members for club events and signs up new members

**Royal Oak Victory Church, Calgary AB**— *Member of production & technical team*

September 2012 - PRESENT

Member of technical staff responsible for all the media and technology that is associated with Royal Oak Victory Church. This includes live streams and camera work.

**Canadian Tire, Calgary AB** - Stocking Associate

June 2017 - August 2017

Primary role was to transfer product from the warehouse and put them in the designated area within the actual store. I also handled customer pickups and organized warehouse overstock when needed.

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## RELEVANT COURSEWORK

- Data Structures, Algorithms, and Their Analysis
- Computing Machinery
- Introduction to Software Engineering
- Principles of Operating Systems
- Programming Paradigms
- Software Entrepreneurship
- Information Security & Privacy
- Computer Networks
- Web-Based Systems
- Human-Computer Interaction

## TECHNICAL SUMMARY

### PROGRAMMING LANGUAGES

Java · Python · C++ · C · HTML · C# · ARM Assembly · CSS · XML · Haskell · Pascal · Prolog · JavaScript · ARM Assembly · SQL · LaTeX · React · Node.js · Express · jQuery · Bootstrap

### DESIGN & IDE TOOLS

UML · Eclipse · NetBeans · Android Studio · JUnit Testing Framework · Visual Studio · Figma · Adobe XD

### SYSTEMS

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

## LANGUAGES

English, Igbo, Dutch

**Party Town, Calgary AB - Cashier and Sales Associate**

July 2016 - August 2016

Handled day to day in store operations, which included running the cash register, stocking the shelves, checking inventory, and the daily opening and closing of the store.

**Lowe's, Calgary AB - Member of Receiving Team**

May 2018 - August 2018

Dealt with day to day deliveries that came into the store. I would receive each item by adding it to our system, then at the end of the day, I would take them out to the floor and place them in their designated area.

## PROJECTS

**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>

**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>

**Personal Website — Programmer**

March 2019 - Present

Currently designing a personal website to tell others about myself. The website will include resume, skills, projects and other facts about myself. The end goal is for it to replace my resume.

Link to Website: <https://danielnwaroh.github.io/>

**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 child in school. This includes things like, viewing grades, looking at 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>

**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 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 within each other within the chat room. The music streaming was handled using the YouTube API. The front-end portion, we mostly used the JavaScript library React, while for backend, database and server communication we used MongoDB and Express.

GitHub Link: <https://github.com/issackj1/Group5>

**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>