

DANIYAL ASIM

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🐙 [Github](#)

Education

York University

Bachelor of Science in Computer Science

Sep. 2019 – May 2025

Toronto, ON

Relevant Coursework

- Building E-commerce Systems
- User Interfaces
- Database Systems
- Artificial Intelligence
- Object Oriented Programming
- Data Structures
- Software Tools
- Computer Architecture

Projects

Parkor - Video Game | *C#, Unity, Unity Physics Engine*

January 2022 - Present

- Designed and developed a 2D platformer game entirely independently, handling all aspects from concept to completion, including gameplay mechanics, user interface, and programming.
- Designed and implemented game mechanics including player controls, physics interactions, and level progression, resulting in an engaging and responsive gameplay experience.
- Developed and integrated custom scripts in C# to manage character animations, enemy behaviors, and interactive elements, enhancing game dynamics and user interaction.
- Created and optimized game assets such as sprites, tilemaps, and animations, using tools like Unity's Sprite Renderer and Animation System to ensure smooth and visually appealing gameplay.

Android App - Student Navigation App | *Figma, Java, Android Studio*

June 2024

- Designed and created an application to help students organize and plan out their transit and commute, implementing human-centred design methodologies.
- Following UX design principles, designed intuitive and visually appealing user interfaces, focusing on clarity, accessibility, and ease of use to improve student interaction and app adoption rates.
- Developed wireframes and interactive prototypes using Figma, ensuring a smooth user experience through iterative design and feedback.
- Integrated user feedback and usability testing to refine the app's features, enhancing accessibility and user engagement.

Three Musketeers Java App | *Java, JavaFX*

October 2022

- Designed and implemented a GUI for the Three Musketeers game using JavaFX, incorporating MVC architecture to ensure a clear separation of concerns and improve maintainability.
- Applied object-oriented principles such as inheritance, composition, and polymorphism to create a modular and extensible codebase, adhering to the Single Responsibility Principle in class design.
- Developed key features including game mode selection, custom board loading, and interactive game controls, and integrated functionalities like undo, save, and restart options to enhance user experience and gameplay.

Experience

Tax Assistant SaaS

May 2024 – Present

Startup Team Member

Brampton, ON

- Developed and maintained internal tools for automating tax preparation workflows using Python, resulting in an increase in process efficiency.
- Managed and optimized databases for storing client tax information using SQL, ensuring data integrity and compliance with regulatory standards.
- Collaborated with the development team to implement new features in the tax assistance platform, including debugging code and enhancing user interfaces based on client feedback.

Canada's Wonderland

February 2021 – December 2021

Ride Operator

Vaughan, ON

- Collaborated with team members to ensure the safety and satisfaction of over 500 park guests daily by strictly adhering to safety protocols and operational guidelines for rides.
- Monitored and operated complex ride control systems, troubleshooting minor technical issues to minimize downtime and enhance guest experiences.

Technical Skills

Languages: Java, C#, HTML/CSS, JavaScript, SQL, Python

Developer Tools: VS Code, Eclipse, IntelliJ, Unity, Figma, WordPress

Technologies/Frameworks: Linux, Jenkins, GitHub, JUnit, MySQL, Azure