Daulton Baird

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Professional Profile

I am a highly motivated computer science graduate with passion towards Artificial Intelligence, Software Engineering, and Data Analysis. I have excelled in all my computer science courses at university and enjoy solving small coding problems in my free time. I am hoping to either pursue a career in Software Engineering or Data Science now that I have completed my degree.

Core Skills & Strengths

- Fluent in programming languages including: Python, Java, and C.
- Experience with web development frameworks and languages such as: JavaScript, React.js, Node.js, PHP, Laravel, jQuery, and HTML/CSS.
- Communication, Leadership, and Teamwork.
- Organization, Planning, and Punctuality.

Completed Computer Science Courses

- Java Programming I & II
- Data Structures & Algorithms
- Discrete Structures
- Machine Architecture
- Databases & Data Analysis
- Project Management
- Software Engineering
- Networks
- Data Analytics
- Human Computer Interaction
- Computer Ethics
- Capstone Project – React.js app
- Introduction to Operating Systems
- Computer Vision
- Machine Learning
- Analysis of Algorithms
- Web Development
- Parallel Programming
- Medical Imaging

Education

The University of British Columbia, Okanagan Campus
Bachelor of Science

September 2017 – May 2021

I have just completed my final year of my Bachelor of Science degree with a major in Computer Science and a minor in Data Science.

Experience

The University of British Columbia, Okanagan Campus
Undergraduate Academic Assistant, Office of the Provost and Vice-President Academic

April 2018- August 2021

- Course building and content creation with Canvas Learning Management System (LMS).
- Research and informal proposal of new LTIs to add to Canvas LMS.
- Designing, creating, and editing meta-data of digital credentials using Badgr.com with and without LTI for Canvas LMS.
- Website design and usage of custom HTML and CSS with WordPress.
- Website customization and manipulation using custom JavaScript, jQuery and CSS with Canvas Catalog.
- Teaching experience with non-technical people in Essential Skills for Your Digital World public outreach program.
- Conducting research and writing a report about Academic Integrity using information from UBC and other institution's policies.
- Leading student interviews for Experiential Learning research study.
- Building a web application called Workload Calculator using R's Shiny Apps library as well as custom JavaScript and HTML/CSS.
- Creation and editing of course content for multiple non-credit credential courses using Canvas Catalog LMS.
- Interviewing and hiring Co-op student for Curriculum MAP tool project.
- Web development (in Laravel) and leading of a group of six Co-op students for Curriculum MAP tool.

The University of British Columbia, Okanagan Campus
Undergraduate Research Assistant, UBCO Makerspace
June 2018- March 2020

- Independent research and learning of how to use 3D printers, 3D scanners, CNC carvers, Textile machines, and general tools.
- Creating educational content such as videos, PowerPoints, assessments for 3D printing, CNC carving, laboratory safety, and design thinking.
- Providing guided walkthroughs and workshops for faculty, staff, and students.
- Development of an application (TextAnalyzer) for detecting key words in a long answer Canvas Quiz question (written in Python).
- Creation of a Lightboard from scratch alongside my supervisor Dr. Ray Taheri.

The University of British Columbia, Okanagan Campus
Head Teaching Assistant, School of Engineering - NPU Summer camp
June 2019 – August 2019

- Coordinating schedules for Teaching Assistants and other supervisors.
- Scheduling of events and field trips with lead faculty.
- Providing support and communications to foreign exchange students with a slight language barrier.
- Leading events and supervision at events and field trips.
- Overseeing the work out 5 other TAs for the camp.

The University of British Columbia, Okanagan Campus
Undergraduate Research Assistant, Irving K. Barber School of Arts and Sciences - Human Computer Interaction Watch Case project
January 2020 – March 2020

- Designing, Testing, and Iterating on a smart watch case design using Computer Aided Design (CAD) and 3D printing technologies.