# **Daniel Favour Oshidero**

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#### **EDUCATION**

## **University of Buckingham**

Buckingham, UK

Master of Science, Applied Data Science Expected Grad. Jul 2026

University of Bath Bath, UK

Master of Science, Computer Science

Distinction // Graduated Jan 2025

Honours Bachelor of Science

Second Class: First Division // Graduated Jul 2023

• (2024) Awarded the Global Leaders Scholarship for academic excellence and outstanding leadership.

• (2023) President of the African Caribbean Society, leading initiatives to promote cultural awareness and inclusivity.

### **Professional Qualifications**

UK

Level 7 Certificate, Digital and Technology Solutions Specialist Level 3 Diploma, Networking and Cybersecurity Expected Completion Jul 2026 Completed Aug 2024

#### **TECHNICAL SKILLS**

Languages: Python, C, JavaScript (ES6+), HTML/CSS, SQL, Bash/Shell, VBA

Frameworks: React, React-Native, Node.js, SCSS (SASS), Pytorch, SpaCy, Scikit-learn, Flask

**Developer Tools**: Git, Docker, AWS, Jenkins, Jira, Bitbucket, Linux/Unix

CAD/Analytics Tools: PowerBI, Figma, Adobe (Photoshop, Illustrator, Indesign), Autodesk (AutoCAD, Revit, 3DS Max), Unreal Engine

Certifications: AWS Cloud Practitioner, Neo4j Certified Professional, The Complete 2023 Web Developer Bootcamp

#### RELEVANT EXPERIENCE

### Software Engineer Manchester, UK

#### ETAS (Bosch Automotive Service Solutions)

Sep. 2024 – Present

- Collaborated on diagnostic insight tools, leveraging sequential pattern mining ML for next-likely vehicle component breakdown predictions, achieving approximately 50% accuracy compared to actual data.
- Centralised knowledge of an ongoing, undocumented software project into a single location, enhancing maintainability and team onboarding through documentation and functionality updates where possible.
- Optimised AWS Lambda triggers through deployment of Python-based XML-to-JSON parser to replace legacy pipeline, capable of processing 130 million+ objects in under a day, for higher efficiency integration into OpenSearch.

#### **Graduate Data Analyst**

Wolverhampton, UK

# KTC (Edibles) Ltd — Supplier & Manufacturer for Food & Oil

Jul. 2023 - Oct. 2023

- Led the migration of Business Insight data to an automated SQL database, eliminating manual processes and streamlining data extraction and delivery by approximately 16 hours weekly—freeing 4+ team members for higher-value tasks.
- Enhanced Sales Dashboard through user interface and general feature development including: financial rebate adjustments, contract management, and VBA scripts for end-user input. Currently utilised by 80+ personnel, with controlled user access. 93% reported visible improvements in data management and reporting capabilities through measured surveys.
- Optimised data organisation by conducting data modeling, clearing anomalies and duplicates to enhance data quality, and undertaking the creation of a data dictionary for the implementation of a company-wide data lake.

#### Data Science Intern Remote, UK

### Datern — Data Consultancy & Training Services

Jun. 2023 – Jul. 2023

• Improved data efficiency and accuracy using SQL, Power BI, and Python for strategic insights and accurate predictions through advanced web-scraping and machine learning.

# **PROJECTS**

### Early-stage Carbon Observer (ECO) | Python (Scikit-learn, spaCy, NLTK), Flask, Docker, React.js

- ML-based tool to predict embodied carbon from architectural design descriptions during early-stage design processes through an NLP -> Histogram-based Gradient Boosting (HGB) pipeline, scoring 85 on the System Usability Scale (SUS).
- Utilised semantic analysis and named entity recognition (NER) to convert unstructured text into structured features, achieving 100% precision in **ranking** buildings by carbon impact in test scenarios (despite lower "exact scoring" accuracy).
- Integrated NLP libraries such as Hugging Face Transformers, spaCy, and NLTK for feature extraction and data preprocessing.

# **Bloom: Gamified Plant Learning Application** | JavaScript, React, React-Native

- Led an Agile team of 7 in bi-weekly sprints to develop "Bloom": a cross-platform mobile application combining entertainment with interactive plant-care learning. Tested on 12+ devices without major issues.
- Leveraged weekly end-user feedback loops to raise satisfaction scores by over 80%, improving feature clarity and overall UX.
- Achieved 60% next-day user retention through gamified quizzes, achievements, and timed care reminders for goal tracking.