

Danieva Paraiso

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Education

Simon Fraser University Burnaby, BC

Sep 2019 – 2024

- Bachelor of Science in Computer Science

Technical Skills

Software Skills

- C/C++
- Java
- Python
- MySQL
- HTML/CSS
- PHP
- MATLAB
- Javascript
- RESTful API
- Spring Boot

Applications

- Visual Studio
- GitHub
- Android Studio
- IntelliJ
- Unity
- Apache
- Microsoft Office

Operating Systems

- Windows
- Linux
- Android

Extracurriculars

SFU Team Guardian Rover Project

Sep 2019 – Feb 2023

- Integrated temperature, laser and inertial motion sensors using Python to navigate rover

Relevant Skills

- Object Oriented Programming
- Web Application
- Data Structures

Work Experience

Junior Data Analyst Co-op • Binary Stream Software, Burnaby BC

Aug 2023 – Dec 2023

- Use of data analytics software such as Power BI and SQL alongside DAX to transform and visualize data
- Consolidate and connect various systems to create an integrated reporting database and connect to the company's reporting tool
- Designed ad hoc and comprehensive reports on finance and sales analytics in ERP system using knowledge of databases and mathematical concepts

Data Quality Analyst Co-op • FAISAL LAB (Remote)

May 2021 – Dec 2021

- Performed data profiling through examining images to assess quality and identify inconsistencies and anomalies to produce statistics and reports
- Wrote scripts using Bash and Python to convert and organize data sets which were stored in the database
- Ensured data quality throughout image processing & analysis pipelines

Technical Projects & Hackathons

Fort Defense Game

May 2024

- Developed and programmed the game board setup and gameplay mechanics in Java including random generation and placement of polyominos on game board to ensure dynamic board gameplay.
- Implemented REST API endpoints in Spring Boot and data classes to ensure proper interaction with web client by leveraging POSTMAN file for pre-configured HTTP requests.

Dementia Android App

May 2022 – Aug 2022

- Used Android Studio with Java to create a mobile Android application which sets alarms, creates accounts, prompt notifications, and stores images and sound.
- Utilized agile development methodology to keep knowledge of the scope and timeline of project alongside and facilitate tasks using CI/CD pipeline
- Implemented a non-relational database to authenticate, organize, and link user accounts, as well as store user content and implemented a built-in calendar feature attune with Android OS.

Go Local! • Stormhacks 2021

Feb 2022

- Programmed using JavaScript and HTML for frontend website design while planning and organizing team workflow methods for effective time management
- Implemented a form for local restaurants to register their dining establishments into the database maintained by Google Firebase
- Designed, tested, and debugged, user interface cosmetic errors

Ambilamp Project

Sep 2019 – Nov 2019

- Designed and fully implemented a portable lamp, in a team of four, that changes brightness depending on the ambient light
- Programmed Arduino with C to read analog light sensor values and send signals based on calculations to automatically adjust light levels
- Assembled a circuit to adjust flowing current using N-Mosfets and diodes