Daniel Kinsey

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Computer science student with several years experience in programming.

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Skills

- Programming - Python, Java, Go, C, and Javascript / Typescript (and HTML/CSS).
- Developement using Unix systems, multiple frameworks - Vue, Node, Android, JavaFX / Swing
- General PC troubleshooting - hardware and software including building PCs from parts
- Coordinated and lead various project teams using agile tools such as kanban and scrum.
- Collaborated with peers using Github, using clear and simple commits and branches.
- Independently created condensed study materials for classes, consolidating and extending course and textbook information for dissemination to fellow peers.

Education

- **University of Ottawa - Honours Bachelor of Science in Computer Science** September 2021 - December 2024 (expected)
  - GPA of 9.8/10
  - Merit scholarship (2022)
  - Continued from first & second year at University of Toronto - Mississauga (UTM), September 2018 - April 2020
- **Extra Curricular**
  - Member of UTM's archery club.
    - Competed regionally in 2019
  - Led design team of high-school's FIRST robotics team.
    - Taught CAD technology to peers who were less familiar.
    - Competed regionally in 2018

Experience

- **Metroland Media - Paper Inserter** May 2019 - August 2019
  - Tracked both completed and required work closely to indepently finish jobs.
  - Kept organized working spaces to maintain consistent product output and minimize mistakes.
- **Ontario Centre for Classical Sport Archery and Fencing Coach** 2015 - 2018
  - Taught basic archery and fencing skill to children (in Summer / March break camps) and groups of all ages (in level 1 archery lessons).
  - Collaborated with other coaches to plan and teach lessons and keep campers active for the duration of the camp.
  - Planned lessons in advance and completed tasks in small gaps of time to ensure the coaching team was working as smoothly as possible.

Projects

- **Neural Playground** - A web application that allows users to train simple feed forward neural networks entirely within the browser (Website / Github link).
  - Implemented the backpropagation machine learning algorithm from scratch, along with the necessary functions not in base Javascript (linear algebra).
  - Interfaced with external graphics library to create fast, intuitive visualizations for neural networks.
- **Moles** - A text based browser game (Website / Github link).
  - Created a complex game structure and UI entirely with Vue and Typescript.
  - Extensively used object oriented design patterns to create a simple, easily extensible framework for the game, allowing structural modification down the line.