

Daniel Kinsey

Computer science student with several years experience in programming.

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Personal Site
kinseyda.github.io

GitHub
github.com/kinseyda

Skills

Programming

- Proficient in many languages: Java, Python, Kotlin, JavaScript/TypeScript, C and Rust
- Experience with development using Unix systems, and several frameworks - Vue, Android, JavaFX/Swing

Other Skills

- Linux operation (daily Arch usage)
- Office programs (including Excel and equivalents), word processing (including L^AT_EX and Markdown)
- VCS (Git), Scrum

Education

University of Ottawa

- Honours Bachelor of Science in Computer Science
- Current CGPA of 10/10
- Expected graduation date April 2024

Extra-Curricular

- Lead design team of high-school's *FIRST* robotics team, taught CAD technology and interfaced with manufacturing and programming teams.

Experience

Archery and Fencing Coach - Ontario Centre for Classical Sport (2015-2018)

- Taught basic archery and fencing skills to children (Summer and March break camps) and groups of all ages (Level 1 archery lessons)
- Completed regular 8-4 shifts, and training in less developed skills to increase teaching ability.

Paper Inserter - Metroland Media (2019)

- Completed scheduled shifts and adapted to changes independently
- Kept detailed records of completed work

Personal Projects

Moles (Ongoing development)

- A text-based incremental browser game about mole miners.
- Written in modern TypeScript/JavaScript using Vue 3
- Public Git [repository](#) on GitHub and website

ArchMark (Ongoing development)

- Open source Android application to help archers keep score and arrow locational data
- Written in Kotlin and using Gradle for dependency management
- Public Git [repository](#) on GitHub