# 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, NodeJS, Android, JavaFX/Swing

#### Other Skills

- Linux operation (used daily)
- Office programs (including Excel and equivalents), word processing (including LATEX 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
- Continued from first & second year at University of Toronto Mississauga 2018-2020

#### Extra-Curricular

- Led design team of high-school's *FIRST* robotics team
- Taught CAD technology to those less familiar and interfaced with manufacturing and programming teams.

## Experience

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

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

# $Paper\ Inserter$ - Metroland Media (Summer 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.