



Paul Ashioya



🌐 Nationality: Kenyan
📅 13 June, 2001
📍 Antwerpen, Belgium

🗨 Languages:
English: Native
Kiswahili: Native
German: B1
Dutch: A2
French: A1





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🌐 pashioya.com (under-renovation)
🔗 <https://github.com/pashioya>
🔗 <https://gitlab.com/pashioya>

Resumé

2022–2024	CityBox Antwerpen Host · Antwerp-Belgium 📍 Although the hotel is mostly automated, I ensured all systems were running as expected while answering all calls and guests questions.	
2024–2024	Tryve EU Internship · Antwerpen 📍 I am responsible for the development of the company's new mobile app utilizing Tryve's existing infrastructure, to create a on-the-go location based task manager for on-site workers	

Degrees

2017 - 2018	(Partial) Applied Computer Technology B.S. · United States International University - Africa 🏛	
2018 - 2021	International Baccalaureate I.B. · Berlin International School 🏛	
2020 - 2021	(Partial) Computer Science B.S. · International University of Applied Science - Berlin 🏛	
2021 - 2024	Applied Computer Science B.S. · Karel de Grote - Antwerp 🏛	

Introduction

Highly motivated international student from Kenya, graduating with a Bachelor of Science degree in Computer Science with a specialization in Artificial Intelligence. Possessing a strong foundation in programming and a passion for full-stack development, I am eager to leverage my skills and knowledge to contribute to a dynamic team environment.

Backend

★★★★☆ Java
★★★★☆ NodeJs
★★★☆☆ Rust

Frontend

★★★★☆ React + React Native
★★★★☆ Solid
★★★☆☆ Leptos

DevOps

★★★★☆ Azure
★★★★☆ G-Cloud
★★★☆☆ AWS
★★★☆☆ Terraform

Data & AI

★★★★☆ Python, Machine Learning, Forecasting...
★★★☆☆ Rust


Publications (Hint: Click on Article)

2024 *Third Life: Simulating Reality*, Karel de Grote.

Favourite Projects

2023

Youth Council Project


Developer · KdG 

The Youth Council Project is a web application that allows young people to express their ideas on how to improve their community



2023

Tech-Topia Themepark


Developer · KdG 

I designed a comprehensive theme park management software, encompassing features like visitor ticketing, ride check-in systems, and weather-based forecasting for visitor traffic. (Optional addition): To enhance the visitor experience, I also built a front-end project replicating a theme park's information system.



2016–2017

The Machine Learners


Developer · KdG 

This project tackles the Cartpole and Frozen Lake problems using both tabular and deep learning approaches. The Cartpole environment, where an agent learns to balance a pole on a moving cart, is solved with a Deep Q-Network (DQN) implemented in TensorFlow, achieving success in under 1000 episodes (training iterations) on CPU alone.



2018–2021

TuhBehHuh

Developer · KdG 

This project helps you breathe easy! It analyzes air quality (pollution, pollen), traffic, weather, and dust, letting you know if it's safe to go outside. Set custom notifications for anomalies, forecasts, and historical data, and even monitor other locations. It fosters community by notifying you of air quality anomalies and inviting you to share insights.

