

# Paul Ashioya




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

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

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🌐 Personal Website  
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## Resumé

2024–2024	<b>Ag Solution</b> System Engineer · Antwerp-Belgium 📍 Full-stack development of state of the art industrial software used my global industrial companies as well as a role in implementing infrastructure to ensure the systems in place meet modern cyber-security standards.	
2022–2024	<b>CityBox Antwerpen</b> 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	<b>Tryve EU</b> Internship · Antwerpen 📍 I was responsible for the development of the companys new mobile app utilizing tryves existing infrastructure, to create a on-the-go, location based task manager for on site workers	

## Introduction

Highly motivated developer from Kenya, 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.

Below I provided a brief overview of my top skills and experiences however, this is by no means a exhaustive list. In addition to whats listed below id like to highlight my knowledge of industry best practices including my experience working with Agile and Scrum methodologies.

### Backend

★★★★☆ Java  
★★★★☆ .Net  
★★★★☆ NodeJs  
★★★★☆ Rust

### Frontend

★★★★☆ React + Typescript  
★★★★☆ Angular  
★★★★☆ Solid

### DevOps

★★★★☆ Azure  
★★★★☆ G-Cloud  
★★★★☆ Docker  
★★★★☆ MySql  
★★★★☆ MSSql  
★★★★☆ PostgreSQL  
★★★★☆ InfluxDB  
★★★★☆ MongoDB  
★★★★☆ Neo4j





### Data & AI

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









### Mobile

★★★★☆ React Native  
★★★★☆ Flutter

## Education

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





## Favorite Projects

2023	<b>Youth Council Project</b> Developer · KdG  The Youth Council Project is a web application that allows young people to express their ideas on how to improve their community, Created as a multi-tenant system with each municipality in belgium having the ability to create and manage their own youth council site.	
2023	<b>Tech-Topia Themepark</b> 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. To enhance the visitor experience, I also built a front-end project replicating a theme park's information system. During backend development i utilized spring-boot, as well as a microservice architecture(hexagonal)	
2024	<b>The Machine Learners</b> 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.	
2024	<b>TuhBehHuh</b> Developer · KdG  This project analyzes air quality (pollution, pollen), traffic, weather, and dust, guiding you on safe outdoor activities. Set custom notifications for anomalies, forecasts, and historical data, even monitor other locations! It fosters community by notifying you of air quality anomalies and inviting you to share insights. This project operates as an ML-Ops pipeline, continuously analyzing live sensor data across Europe for anomalies and ensuring data quality.	

## Publications (Hint: Click on Article)

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

## References

Ag-Solution	<b>Stephanie Cauwenbergh</b> HR Director ·  Number: +32 491 288 524 Email: stephanie.cauwenbergh@agsolution.be	
Ag-Solution	<b>Nils Alves</b> Team Lead ·  Number: +351 914 663 188 Email: nils.alves@agsolution.be	

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