



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 (Under-Renovation)
🐙 GitHub
🔧 GitLab
🌐 Linkdin
📷 Instagram

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 companys new mobile app utilizing tryves existing infrastructure, to create a on-the-go, location based task manager for on site workers	

Education

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









Data & AI

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

Publications (Hint: Click on Article)

2024 Third Life: Simulating Reality, Karel de Grote.

Favorite 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, Created as a multi-tenant system with each municipality in belgium having the ability to create and manage their own youth council site.
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.
2024	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.
2024	TuhBehHuh 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.