Paul Ashioya

- Nationality: Kenyan
- 13 June, 2001
- Antwerpen, Belgium

Languages:
English: Native
Kiswahilli: Native
German: B1
Dutch: A2
French: A1

- +32 456036814
- @ john.ashioya@gmail.com

- A Personal Website (Under-Renovation)
- GitHub
- GitLab
- Linkdin
- Instagram

Resumé

2022–2024

CityBox Antwepen
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
★★☆☆☆ AWS
★★☆☆☆ Terraform

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 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.

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