Daniel Kinsey

Software Developer ⚲ Ottawa, ON

🌐 kinseyda.github.io   ⊘ kinseyda   in daniel-kinsey
✉ daniel.kinsey.dk@gmail.com   📞 289-707-7122

Software developer and **computer science** student in Ottawa with several years of experience
and a passion for learning new things, programming, and computers in general.

Education

University of Ottawa — Honours Bachelor of Science in **Computer Science**
4th Year (Graduation December 2024)

- **CGPA** of **9.56**/10.
- **Dean's list** / **Merit Scholarship** recipient ×3.

Experience

Software Developer (CO-OP) — Corning Technology Center of Montreal / iBwave Solutions
September 2023 — December 2023

- Developed numerous features for a 2D visualization system for configuring fibre optic cable purchasing, using **PixiJS** and **React** with an **Azure .NET** back-end and **PostgreSQL**.
- Improved a large application in multiple disparate areas, including working with the 2D rendering engine, adding accessibility features such as new ways to display contextual help, and adding more detailed customization to the cabling configurator.
- Collaborated in a mid-sized team using agile development practices — including creating new tickets, performing code reviews, and exceeding performance expectations over several sprints.

Web Developer (CO-OP) — SkyWare Labs
January 2023 — April 2023

- Developed web forms and new functionalities for a large scale **web application** and **REST** API using **Angular** (**Typescript** / **Javascript**), **Spring** (**Java**), and **PostgreSQL**.
- Implemented back-end processing and parsing for ATS message protocols (airport telecommunications), allowing for a large amount of automated data input.
- Improved flight path and flight information region visualizations on a map integrated with the Google Maps API via Leaflet, allowing for easier administration of airport data.

Personal Projects

Muziko
⊘ *GitHub,* ᴍ *Website*

- Created a modern **React** based web app to consume Spotify's web API, with **Tailwind CSS** and **daisyUI** components — complete with multiple themes and translations.
- Implemented forum-style comments system using a **Firebase**/**Firestore NoSQL** database.

Neural Playground
⊘ *GitHub,* ⊶• *Website*

- Implemented the backpropagation machine learning algorithm from scratch, along with linear algebra in **Typescript**.
- Interfaced with vis.js to create fast, intuitive visualizations for neural networks.

Moles
⊘ *GitHub,* 🐹 *Website*

- Created a complex game structure and UI entirely with **Vue** and **Typescript**.
- Extensively used object oriented design patterns to create a simple, easily extensible framework for the game, allowing structural modification down the line.

Skills

- **Programming**: $\begin{cases} \text{Fluent with:} & \text{C, C\#, HTML/CSS, Java, JavaSript, Python, SQL, Typescript} \\ \text{Familiar with:} & \text{Assembly, Go, Kotlin, Rust} \end{cases}$
- **Technologies/Frameworks**: Android, Angular, Azure, BiRT, Bootstrap, daisyUI, Leaflet, .NET, Node.js, PixiJS, PostgreSQL, React, RxJS, Spring, Tailwind CSS, vis.js, Vue
- **Software**: Git, Jira, Linux, Unix