

DANIYAL ASIM

Brampton, Ontario - L6Z-0H7

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Education

York University

Bachelor of Science in Computer Science

Sep. 2019 – 2025

Toronto, ON

Relevant Coursework

- Building E-commerce Systems
- User Interfaces
- Database Systems
- Artificial Intelligence
- Object Oriented Programming
- Data Structures
- Software Tools
- Computer Architecture

Technical Skills

Languages: Java, C#, HTML/CSS, JavaScript, SQL, Python, Kotlin, TypeScript

Developer Tools: VS Code, Eclipse, IntelliJ, Unity, Figma, WordPress

Technologies/Frameworks: Linux, Jenkins, GitHub, JUnit, MySQL, Azure, Verilog

Projects - All listed on my portfolio - <https://daniyalasim3.github.io>

Parkor - Video Game | C#, Unity, Unity Physics Engine

January 2022 - Present

- Designed and developed a 2D platformer game entirely independently, handling all aspects from concept to completion, including gameplay mechanics, user interface, and programming.
- Developed and integrated custom scripts in C# to manage character animations, enemy behaviors, and interactive elements, enhancing game dynamics and user interaction.
- Followed Object-Oriented Design Principles and Human-centred design methodologies in order to create a game that is functional and efficient, while also being visually appealing and easy to use.

Student Navigation Organizer - Android App | Figma, Java, Android Studio

February 2024

- Designed and created an application to help students organize and plan out their transit and commute, implementing human-centred design methodologies.
- Following UX design principles, designed intuitive and visually appealing user interfaces, focusing on clarity, accessibility, and ease of use. Developed wireframes and interactive prototypes using Figma. Integrated user feedback and usability testing to refine the app's features.

Auction E-Commerce System | Java, Spring Boot, HTML, CSS

September 2024

- Developed a full-stack auction e-commerce system with modular architecture, utilizing Java for the back-end business logic, Spring Boot for the middle tier, and a web-based front-end with HTML/CSS for responsive design.
- Implemented two auction types (Forward and Dutch), enabling dynamic, real-time bidding, with features for bid placement, auction management, and real-time data updates.
- Integrated user authentication and payment processing systems, incorporating secure sign-up/sign-in functionality and shipping cost calculations.

Experience

Tax Assistant SaaS

May 2024 – Present

Startup Team Member

Brampton, ON

- Developed and maintained internal tools for automating tax preparation workflows using Python, resulting in an increase in process efficiency.
- Managed and optimized databases for storing client tax information using SQL, ensuring data integrity and compliance with regulatory standards.
- Collaborated with the development team to implement new features in the tax assistance platform, including debugging code and enhancing user interfaces based on feedback.

Canada's Wonderland

February 2021 – December 2021

Ride Operator

Vaughan, ON

- Collaborated with team members to ensure the safety and satisfaction of over 500 park guests daily by strictly adhering to safety protocols and operational guidelines for rides. Monitored and controlled complex ride systems.

Extra-Curriculars

Hack The North

September 2024

- Worked with a group of 5 people to participate in Canada's biggest hackathon, showcasing innovation and teamwork abilities in a competition environment.

York University - Varsity Wrestling Team Member

September 2019 - Present

- Currently wrestling and competing at the most elite level in Canada, embodying teamwork, determination and grit.
- Notable Achievements: 2019 ROPSAA Bronze Medalist, 2024 Western University Invitational Bronze Medalist