David Kusimo

416-388-5509 | davidkusimo@cmail.carleton.ca | linkedin.com/in/david-kusimo | github.com/davidkusimo | davidkusimo.com

Education

Carleton University   Ottawa, Ontario
Bachelor of Computer Science Honours, Stream: AI and Machine Learning   *2024 – 2028*

Technical Skills

Languages: Java, Python, C, JavaScript, HTML/CSS, Javascript XML
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Experience

STEM Tutor   Oct 2023 – Jul 2024
STEM Stars Tutoring   *Remote*
- Successfully developed and launched a tutoring organization to be a go-to resource for students seeking academic help in STEM
- Instructed STEM related courses for over 15 participants within high schools across Canada, utilizing various practices to empower their abilities and boost student acquisition by 300%
- Collaborated with a team of 6 tutors to create a positive learning environment amongst students learning to code

Projects

Just Jubilate | *Python, OpenCV, TensorFlow, MediaPipe*   Nov 2024 – Nov 2024
CU Hacking – Computer Vision   *Ottawa, ON*
- Conceptualized and developed an interactive dance-based game utilizing computer vision algorithms to promote engaging indoor workouts for a better fitness experience
- Programmed a monitoring system to track 32 key body landmarks in real time, surpassing mobile solutions using 8-12 points
- Integrated a MediaPipe Pose module to boast an accuracy rate of over 95% for body landmark detection

FloodWatch | *Javascript, CSS, HTML, React, Vite, Node.js, Git*   Oct 2024 – Oct 2024
Nasa Space Apps   *Ottawa, ON*
- Established a program using ARCGIS to analyze the effects of flooding in Canada and the consequences over time, resulting in a 25% improvement in data accuracy and geographical insights
- Constructed a responsive website featuring 3 tabbed pages, incorporating images and a user-friendly design
- Achieved a certificate of outstanding participation and efforts to address challenges faced in Earth and in space

SafeSpace | *Javascript, Javascript XML, CSS, HTML, React, Vite, Spotify API, Wit.ai*   Sept 2024 – Oct 2024
Hack the Hill   *Ottawa, ON*
- Designed an innovative web application using React to assist users, taking all their favourite comfort activities to one platform
- Engineered and trained Wit.ai model with 33 diverse utterances to enhance natural language understanding and user interaction accuracy by 80%
- Integrated Spotify API into application to enable seamless music retrieval and improve user functionality

Battleships | *Java*   Dec 2023 – Jan 2024
Tommy Douglas Secondary School   *Vaughan, ON*
- Developed a robust replica of the famous Battleships game with IntelliJ IDEA using Java
- Implemented object orientated programming to produce a 2 player and single player version of the game in the same program
- Visualized a map of the game as it runs, increasing the ability to interpret the game by 100%

Leadership and Contributions

Carleton Planetary Robotics Team   Nov 2024 – Present
Software Team Representative   *Ottawa, ON*
- Assembled and tested LED circuits, achieving a 25% improvement in feedback clarity and enhancing lighting patterns for system indicators
- Performed debugging and optimization across diverse software systems to enhance performance and reliability
- Collaborated with Mechanical and Electrical team members to implement firmware updates and troubleshoot system-level issues

Programming Club   Sept 2023 – Jun 2024
Vice President   *Vaughan, ON*
- Oversaw bi-weekly club meetings, consistently facilitating over 20 members per session
- Planned out diverse lecture plans to encourage numerous backgrounds of knowledge and deliver various aspects of Computer Science
- Provided support for new and existing club members, ensuring clarity in understanding key concepts by 75%