DANIEL DAMPSON
abeikudampson@gmail.com +1 902-978-1476| LinkedIn | GitHub

EDUCATION

University of Prince Edward Island
Bachelor of Science in Computer Science, Minor in Mathematics
- Data Structures and Algorithms, Software Engineering, Operating Systems, System Design, Machine Learning.

EXPERIENCE

Summer Student Children Summer Food Program | Excel, Copilot, Power Query
Government Of Prince Edward Island June 2026 – Sep 2026
- Built an Excel Power Query workflow to import and clean data of 2000+ household registrations from webform CSV export.
- Designed delivery routes across all cities in PEI by clustering households around 7 main partner vendor pickup points, creating separate route sheets for 15+ drivers.
- Built an interactive shared Excel dashboard to track hours, mileage and delivery reports for 15+ drivers giving supervisors a clear view of workload and ensuring accurate mileage reimbursement.

Software Engineer Intern| React, TypeScript, Node.js, PostgreSQL
Amobys Jan 2026 – Apr 2026
- Helped build and maintain a full stack procurement portal for mining and supply allowing clients to request quotes, approve orders and track deliveries.
- Integrated Claude API to extract data from supplier PDFs reducing manual entry for staff
- Implemented role-based authentication so client companies can securely access only their orders and info.

Teaching Assistant
University of Prince Edward Island Sep 2025 – Apr 2026
- Mentored 40+ students in Java, Python, and C++ programming labs, guiding them through debugging, data structures, and algorithmic problem-solving.

PROJECTS

StartingFive | React, TypeScript, Node.js, Socket.io, Tailwind CSS, Python, SVG
- Built a real time multiplayer web game in React and TypeScript with a Node.js/Socket.IO backend. Two players create or join rooms with 4 letter codes and take turns drafting 6-player lineups playing to first to points.
- Designed a server authoritative architecture. Match state lives in memory rooms on the server which validates every pick and broadcasts updates to both clients. Undrafted players' stats are stripped server-side so they can't be read from the browser.
- Migrated the game logic and typed client and server event contracts into a shared TypeScript module used by both the browser and the serve. Discriminated unions and typed Socket.IO events catch protocol mismatches at compile time.
- Wrote a Node.js data pipeline that parses Basketball Reference CSV, a Kaggle dataset, into 22,104 player-seasons from 1974. It merges players traded mid season's multi team rows and skips invalid positions. Each round produces a random 40 player pool using a partial Fisher-Yates shuffle.

DIsland – Dynamic Island clone for MacOS | Swift, SwiftUI, AppKit, Objective-C
- Reverse Engineered a commercial macOS app architecture using REA then designed and built a comparable native application from scratch.
- Built a custom animated UI system (SwiftUI + AppKit) with state-driven view transitions, window-level animation and real time data binding from asynchronous background polling.
- Diagnosed and validated agent- proposed fixes for bugs verifying these fixes via hands on testing and log analysis on real hardware

My Portfolio Website | HTML, CSS, JavaScript
- Designed and built a responsive personal portfolio website from scratch using semantic HTML, CSS and vanilla JS to showcase experience projects and contact information.
- Implemented a mobile hamburger menu with JS DOM manipulation to toggle navigation, alongside a fixed, frosted-glass navigation backdrop blur.

TECHNICAL SKILLS

• Languages: Java, Python, C++, C#, JavaScript, TypeScript, SQL, HTML/CSS
• Frameworks & Libraries: React, Next.js, Node.js, Express, Flask, Redux Toolkit, Spring Boot, SQLAlchemy, Marshmallow
• Databases & Cloud: Google BigQuery, PostgreSQL, MongoDB, Redis, Supabase, AWS, Google Cloud, Socket.IO
• Tools & Infrastructure: Git, GitHub Actions, Docker, Linux, Microsoft Entra ID, Postman, JUnit, Unity, Drupal

CERTIFICATIONS

- Google Cloud Fundamentals
- Coursera Software Design and Architecture