Daniel Onyekanmuke Onyiri

Software Engineering | Software Development & IT

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Personal Statement

Software engineering developer with hands-on experience building applications, database-backed systems and web projects. Skilled in Python, Java, C++, PHP and SQL, with project experience in machine learning and cybersecurity. Focused on creating practical, well-structured software and seeking opportunities in software development.

Professional Experience

Bar Staff / Bar Back, *HAP Solutions* 04/2025 – 07/2026
United Kingdom

Delivered friendly service across high-volume event and hospitality assignments, responding promptly to customer requests and communicating calmly with customers and colleagues. Supported restocking and workplace organisation while following procedures and maintaining reliable attendance and timekeeping.

Cleaning Operative (Contract), *Blue Arrow Recruitment Agency* 08/2025 – 01/2026
Huddersfield, United Kingdom

- Performed time-sensitive cleaning tasks across industrial and commercial sites including Skopes and First Bus Depot.
- Demonstrated reliability, independence, and commitment to high standards.

Warehouse Operative, *Evri* 11/2024 – 02/2025
Barnsley, United Kingdom

- Operated in a digital logistics system for parcel sorting and dispatch.
- Collaborated effectively to meet delivery targets in fast-paced conditions.

Education

BSc (Hons) Software Engineering, *University of Huddersfield* 09/2024 – 07/2027
Huddersfield, United Kingdom

International Foundation Year (Computing and Engineering Pathway), 10/2023 – 06/2024
University of Huddersfield Huddersfield, United Kingdom

Technical Skills

Programming & Web
Python, Java, C, C++, PHP, HTML, CSS, SQL

Data Science & Machine Learning
Scikit-learn, Pandas, Matplotlib, Seaborn

Development Tools
Visual Studio Code, GitHub, Replit, XAMPP, phpMyAdmin

Projects

BMI Calculator, *HTML, CSS & JavaScript*
Built a responsive adult BMI calculator with metric and imperial inputs, input validation, and clear result categories using HTML, CSS and JavaScript.

Monk Game, *C++ | Object-Oriented Systems Development*
Developed a command-line dungeon game in C++ featuring room exploration, turn-based combat, character classes, and monster, upgrade, treasure, and empty room types.

Symmetric Cipher Simulator, *C++ | Cyber Security*
Built an educational command-line simulator featuring configurable Enigma-style encryption and decryption, a simplified AES-like block cipher, an interactive menu, and basic correctness checks.

Community Library Management System, *Java | Object-Oriented Programming*
Built a Java command-line application to list, add and search books; register members; manage borrowing and returns; and view active loans and a library report. Added validation for numeric menu input.

CampusCash, *Student Budgeting App | In Progress*
Developing a budgeting app for students. Currently in progress.

Extracurricular Activities

Digital Leader 10/2023 – 06/2024
Supported students and staff with digital learning platforms and resources.

Class Representative 10/2023 – 06/2024
Facilitated communication between students and academic staff to enhance the learning experience.

Certificates

Introduction to Agents
Mercor | Certificate of Recognition | 22 Nov 2026

Networking Essentials
Cisco Networking Academy | Completed 2 May 2025 | Badge issued