Ayman Gani

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EDUCATION

Dr. Anne Anderson High School · AP Capstone Diploma — **September 2023 - Present**
Edmonton, Alberta

VOLUNTEER EXPERIENCE

DM:OJ Modern Online Judge · Problem Setter — **February 2025 - Present**
Created the Dr. Anne Anderson Coding Contest, hosted on Canada's largest competitive programming site with 185,000+ users, passing quality control to achieve rated status. Designed all problems and created comprehensive test data as the sole problem setter. Managed 13 in person and 300+ worldwide participants, with 4000+ total submissions to problems.

University of Alberta Fred Otto DiscoverE Program · Volunteer — **July 2024 - August 2024**
Assisted instructors in multidisciplinary engineering programs for kids from the ages of 5 to 15, primarily computer and electrical engineering. Simplified complex concepts from programming and robotics for participants.

EXTRACURRICULAR ACTIVITIES

DAAHS Coding Club · Founder & Project Lead — **September 2024 - Present**
Leading the collaborative development of an open-source Unity platform fighter game, planned for Steam release.

DAAHS Newspaper Club · Web Developer, Writer & Editor — **September 2023 - Present**
Currently collaborating with a small team to design, implement, and host the club's website, including front-end development and server-side management. Wrote and edited articles on multiple editions of the newspaper.

AWARDS & HONORS

3rd Place · Division 2 — **March 2025**
University of Alberta Programming Contest

Silver · Division 4 (Robotic Arm) — **April 2024**
APEGA Science Olympics Contest

Perfect Score · Junior — **March 2024**
Canadian Computing Competition

Top 10 Finalist (Essay) — **May 2023**
Alberta Champions Multimedia Contest

PROJECTS

2025 CSDCMS CanSat Competition — github.com/CantSatTeam/CanSat2025
Designed and launched a can-sized sensor payload as part of a team engineering project. Developed Micropython scripts for both the payload and ground station to collect and log temperature, pressure, and GPS data during descent. Built a 3D Unity simulation of the launch site to visualize flight data. Received positive feedback from judges for overall mission.

3D Snake — github.com/sugo14/3DSnake
Developed a 3D Snake game in Unity featuring power ups, procedurally generated levels, selectable snake species, passive abilities, and mobile support.

COMPETENCIES

Languages: C++, C#, Python, HTML/CSS/JS

Tools: Git/GitHub, Node.js, Unity, VSCode