Edward Ifekoya

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University Student with 2 months of experience as a ServiceNow developer alongside personal projects. I am an active communicator, thriving in collaborative environments and being a dependable individual. Always up for a challenge and constantly experimenting to create better working solutions.

Education

University of Nottingham – Computer Science BSc (Sept 2021 – Present)

Knowledge: Agile and Scrum, Artificial Intelligence, Efficiency Analysis, Distributed Networks

St Thomas the Apostle Sixth Form College – A Levels (Sept 2019 – June 2021)

- Mathematics: A*
- Computer Science: A
- Physics: B

Kingsdale Foundation School - 11 GCSEs (Sept 2014 – June 2019)

Technical Skills

Languages: Python, C, Java, JavaScript, SQL, Dart, Kotlin

Frameworks: Bootstrap, Django, Flutter, NodeJS

Tools: VScode, Java Eclipse ServiceNow, HTML, CSS, Git, Bash, Docker, TensorFlow, Redis

Prior Experience

Hackathon, AI Summit 2023 (June 2023)

- Created a generative A.I. model using Tensorflow in order to analyse historical data and weather patterns leading to accurate predictions
- Integrated the model into Django backend to present findings on a web page

Mass Tweet Remover

Utility for mass-deleting tweets on Twitter

- Took advantage of the Twitter API to build a model
- Allows for users to delete tweets made between a certain timeframe

Thames Water, Summer Intern (June. 2022 – Aug 2022)

- Developed working scripts on ServiceNow, using APIs to pre-process large quantities of financial data across the whole company
- Automated data cleansing using JavaScript to remove inactive Cost Centres from the Thames Water database
- Engaged in pair programming which encouraged an informal review process and encouraged good programming standards
- Worked as part of an Agile Scrum team which in turn provided stakeholders with better results and encouraged good team communication

TeamBuilder, St Thomas the Apostle College (Sep. 2020 – June 2021)

Web-based application used by sports teams for effective communication, fixtures, and game tape analysis

- Used Django Channels to handle Websocket protocol allowing for two-way asynchronous communication
- Utilised HTML alongside Django to create dynamic webpages
- Controlled amount of content shown on page using Bootstrap tools
- Ran Redis on Docker to create a database for messages to be stored

Awards and Certifications

- AQA Peer Mentoring, Level 2

References available upon request.