Alpatson Cobbina SIAW

SOFTWARE ENGINEERING

CONTACT

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SKILLS

- **Backend & Data**

Python, Django, REST APIs, SQL, PostgreSQL, MySQL, Data aggregation, KPI computation

- **Systems & Tools**

Git, GitHub, Bash, Linux basics, Agile workflows

- **Web Development**

JavaScript, TypeScript, HTML, CSS

- **Other**

Figma, Canva

LANGUAGES

- English (Fluent)
- French (Basic)

WORK EXPERIENCE

MTN Ghana – Network Engineer Intern-Sep2024 – Nov 2024, Ghana

- Supported operational and sales teams in daily workflows serving over 60 customers.
- Collaborated with field and switch engineers to gain exposure to network infrastructure, system reliability, and production environments.
- Observed real-world troubleshooting, system monitoring, and operational optimization processes.

PROFILE

Software Engineering Master's student at JUNIA ISEN with a solid foundation in Python, backend architecture, and data-driven systems. Experienced in designing scalable backend pipelines for structured data processing, metric computation, and RESTful API exposure. Passionate about applied data engineering and AI-enabled systems, particularly in high-impact environments where data reliability and real-time processing are critical. Currently seeking a 3–4 month internship opportunity

ACADEMIC & PERSONAL PROJECTS

Inventory & Sales Management System (SmartShops)

- Developed a web-based backend system using Django and PostgreSQL to manage products, sales records, and stock levels.
- Designed backend data pipelines to track operational events such as sales and inventory updates.
- Implemented alert logic for low inventory levels and exposed metrics via REST APIs for reporting and decision support.

Appointment Booking System (QueueSmart)

- Built a role-based backend system with three user levels: admin, staff, and client.
- Designed event-driven backend logic to manage the appointment lifecycle (creation, acceptance, rejection).
- Implemented secure authentication, authorization, and access control across system roles.

Web Application Development Project – Miss Library (JUNIA)

- Developed a full-stack library management application with a focus on backend services and data consistency.
- Designed RESTful APIs and database schemas to manage books, authors, clients, and sales records.
- Aggregated usage and sales data to compute operational statistics and support reporting dashboards.

Text-Based Fantasy RPG Game (Java)

- Developed a text-based adventure game using object-oriented design principles.
- Implemented inheritance, polymorphism, and modular package structures.
- Designed combat systems, inventory management, and interactive environments.

EDUCATION

Master's in Software Engineering   2025 – 2027
Institut Supérieur d'Électronique et du Numérique (JUNIA ISEN), Lille, France

Bachelor's in Computer Engineering   2022 – 2025
Kwame Nkrumah University of Science and Technology (KNUST), Ghana