



Alpatson Cobbina SIAW

Software Engineer

PERSONAL PROFILE

I'm a Master's student in Software Development at JUNIA ISEN with hands-on experience in Python, Django, Java and JavaScript. Passionate about building scalable back-end systems and contributing to innovative digital solutions, I am currently seeking a 3-4 month internship starting in May 2026 to apply my technical skills and gain practical industry experience in back-end development.

CONTACT

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EDUCATION

- **2025 – 2027**
INSTITUT SUPÉRIEUR D'ÉLECTRONIQUE ET DU NUMÉRIQUE (JUNIA) .LILLE,FRANCE
Specialization: Software Development and Digital Technologies.
Masters, Software Engineering
- **2022 – 2025**
KWAME NKRUMAH UNIVERSITY OF SCIENCE AND TECHNOLOGY,GHANA
Bachelor's, Computer Engineering

SKILLS

- **Programming:** Python, Java, JavaScript
- **Web & Frameworks:** Django, Flask(learning)
- **Databases:** PostgreSQL, MySQL
- **Dev Tools:** Git, GitHub, Bash,
- **Other:** REST API, Figma, Agile
- **Soft skills:**
Communication, Teamwork, Time Management, Critical Thinking, Adaptable

LANGUAGES

- English (Fluent)
- French (Basic)

HOBBY

- Chess

WORK EXPERIENCE

- **NETWORK ENGINEER (INTERN) | SEPTEMBER 2024 – NOVEMBER 2024|MTN ,KUMASI,GHANA**
 - Supported the sales team in daily operations serving over 60 customers daily and customer engagement.
 - Collaborated with the Network Department, learning from Field Engineers and Switch Engineers about network infrastructure, maintenance, and optimization processes.
- **TEACHING ASSISTANCE(VOLUNTEER) | SEPTEMBER 2023 – DECEMBER 2023 | GOLDEN DAFFODIL LYCEUM**
 - Assisted teachers in organizing lessons and supporting students during class activities.
 - Helped plan and coordinate school events and special programs to ensure smooth execution.

PROJECTS

- **Text-Based Fantasy RPG Game (Java)**
Oct 2025 – On going,Junia,Lille,France
 - Developing a text-based adventure game using object-oriented design (inheritance, polymorphism). Implemented character classes (hero, monster, villager), combat and inventory systems, and interactive towns and dungeons. Designed UML diagrams and organized code into a modular Java package structure.
- **Web Application Development Project – Miss Library-Junia**
 - Developed a full-stack web application for library management featuring responsive UI design, RESTful APIs, and CRUD functionality for books, authors, and clients.
 - Implemented sales tracking, data visualization, and seamless front-end/back-end integration using modern web technologies.
- **GRAPH-BASED SOCIAL NETWORK ANALYSIS PROJECT | JAN 2025 – FEB 2025,GHANA**
 - Developed a social network simulation where users can follow/unfollow each other. Built a graph-based structure (Adjacency List) and implemented BFS/DFS for mutual friend discovery, with network visualization using NetworkX

HONOURS/AWARDS

- • ALX Professional Development Skills for the Digital Age-2025
- • AWS Foundations of Prompt Engineering-2025
- • Inter-Tertiary chess championship 2024(2nd Position)-GHANA
- • Inter-Tertiary chess championship 2023(3rd Position)-GHANA