

Aaron Ata-Baah

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Profile — Computer Science graduate with experience in app development, hackathons, and collaborative work. Passionate about building accessible digital products. My background includes customer service and leadership roles, demonstrating strong communication and team collaboration skills.

Skills

Languages: C, C++, Java, JavaScript, Python, CSS, HTML, React Native, SQL.

Additional: GitHub version control, Microsoft Office.

Education

The University of Sussex

Bachelor of Science in Computer Science Overall Grade 2:2

Key modules include: Neural Networks (73/100), Human-Computer Interaction (75/100), Individual Project (66/100).

Experience/Projects

University of Sussex – Accessibility-Boosted Running App

Oct 2024 – May 2025

- Designed and developed a mobile app using React Native, focusing on accessibility through audio-based navigation and real-time voice feedback.
- Followed Agile methodology across multiple sprints; prototyped core features and integrated user feedback from surveys and interviews.
- Implemented GPS run tracking, live pace monitoring, and spoken cues using React Native Maps and Expo-Speech.
- Conducted user research to identify accessibility gaps and created a minimal UI.
- Presented a live demo to lecturers and delivered a technical report covering the design process, implementation, and evaluation.

Hacker - Hackathon(Hacksussex)

Mar 2024

- Participated in a 24-hour project to develop a web application with an integrated interactive chatbot.
- Presented the final product to a live audience of over 100 people, demonstrating its features and functionality.
- Collaborated with a team to design engaging chatbot interactions, including games.
- Developed a mini-game using Pixi.js where users collect green blocks while avoiding red ones.
- Team won the award for “Most Creative Idea.”
- <https://devpost.com/software/make-web-chat-great-again>

Deputy Group Leader and Sustainability Officer - Global Design Challenge

Dec 2023

- Collaborated with a team of four to create a conceptual design for an eco-friendly cycle bridge to improve transport accessibility in Govan.
- Suggested sustainable materials and renewable energy sources to minimise environmental impact.
- Evaluated the potential use of recycled fishing nets to address environmental concerns.
- Proposed renewable energy solutions for ongoing bridge operation.
- www.GlobaldesignAaron'sgroup

Leadership and Extracurricular

Events Manager – Running Society

Sep 2024 – Jul 2025

- Organised social events for the running society to boost engagement and team cohesion.
- Ensured the wellbeing of attendees during events.
- Coordinated with other committee members to keep social media active and relevant.

Customer Service Assistant – University of Sussex Shop

Apr 2023 – Aug 2025

- Selected as a scorer in the hiring process for new assistants; assessed candidates on teamwork, friendliness, and confidence.
- Handled high-volume customer interactions during term time and promotions while maintaining professionalism.
- Helped students settle into university life.
- Ensured a safe and organised store environment by following procedures and responding to hazards proactively.
- Managed sensitive sales (e.g., age-restricted items) and de-escalated disputes.

Replenishment Assistant – Sainsbury's (Indeed Flex)

Aug 2022 – Jun 2024

- Maintained shelf availability and presentation by efficiently restocking and rotating items during overnight shifts.

- Supported team targets during busy periods through effective communication and cross-department flexibility.
- Reported damaged stock and hazards to reduce risk and maintain safety for staff and customers.

Memeber of the track team**Jan 2023 – Jun 2025**

- Actively participated in the university track team, maintaining physical fitness and discipline.
- Competed in British Universities and Colleges Sport (BUCS) events for the University of Sussex.
- Attended gym sessions and weekly 5K runs as part of structured training.

Youth Work Volunteer – Purely Youth Centre**Jan 2019 – Jan 2020**

- Supported young people in a community setting by facilitating games, discussions, and informal mentoring.
- Helped create a welcoming environment that encouraged participation, confidence, and respectful behaviour.
- Developed strong communication skills and patience through working with a range of age groups.