

ABASIBIANGAKE JAMES

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PROFESSIONAL PROFILE

A hardworking and self-motivated graduate of Mechatronics and Robotics Engineering (BEng), currently about to graduate as a Software Engineer. An avid learner who is also highly knowledgeable in the design and manufacturing of robotic devices from scratch. Able to analyse a problem to provide autonomous and cloud based solutions (Software engineering). Goes the extra mile to achieve the best result. Flair for full stack web development, mobile app development and cloud based applications. Prolific with using Java and C# Languages.

EDUCATION

Advanced Diploma, Software Engineering Technology, Centennial College (2022). Grades in progress.

Core modules: Software Development-A, Software Testing/Quality-A*, Mobile App Development, Java EE Programming- A*, API and Cloud Computing-A*, Data Warehouse and Predictive Analytics-A*, DevOps-A.

B.Eng, Mechatronics and Robotic Engineering, University of Leeds (2020). Graduating Grade: (2:1).

Core modules: Artificial Intelligence, Robotics and Machine Intelligence, Embedded Systems, Design and Manufacture and Vibration and Control,

Foundation Programme in Westerfield College (2017).

Mechatronics Engineering and Computer Engineering

Cumulative GPA: 4.44 out of 5.00

Foundation Grades: Mathematics – A*, Physics – A, Electrical science – A* and English – B.

PROJECTS AND WORK EXPERIENCE

Hospital Web Management System

January 2023 - April 2023

- Designed an application to help nurse practitioners to monitor patients during the first weeks of their release from the hospital and also help the patients to monitor their daily activities.
- Programmed the application using emerging web frameworks; build a GraphQL API using Express as backend and a Front-End (React) that utilises the GraphQL API.
- Applied Tensorflow modules for Deep Learning purposes to make predictions on the patient's medical condition and advise them on whether to see a doctor.
- Agile managed and deployed the application's artifact using Github and Microsoft Azure DevOps respectively.

Cruise Web App

November 2022 – December 2022

- Implemented a Java Spring Boot dynamic web application on eclipse IDE that allows the customer to register and book a cruise trip for the holidays, and an employee/admin to perform CRUD operations on a cruise detail.
- Integrated the application to run on an eureka discovery server and created a very interactive frontend design using thymeleaf.
- The application used persistent data with JPA repositories which was connected to both MySQL and MongoDB for storing the customer and employees details.

Web Development(Portfolio and Ecommerce Website)

May 2022 – August 2022

- Designed and developed a portfolio website using html and CSS, which was later converted into Nodejs and express.
- The portfolio expanded to include a business contact list which interacts with the mongo database.
- Design and developed an ecommerce website by integrating the Node js backend with the Angular frontend using httpClient using REST datasource.

Mobile App Development (Library App and Laptop Store)

May 2022 – August 2022

- Designed and developed a library app where students can view the list of books and borrow a book while the Librarian can perform certain operations only after successfully login.
- At signup, the user's details are stored in the room database.
- Designed and developed a Laptop Store app where users can view and add new laptops to the list based on the authentication of the user.
- The laptop's and user's details were stored in the firebase database.
- Used the MVVM architecture design pattern in both scenarios for the separation of the views, models.

Robotic Management System

January 2022 – April 2022

- Designed a software that interacts with its robotic external component to perform several tasks assigned by the health care professional.
- Utilised the Agile Methodology Approach and the System Development Lifecycle to implement the System Requirement Specification and the System Design Architecture.

Game Technology (Cluedo and Caterpillar Game)

March 2019 – December 2019

- Implemented a program on Linux work environment that controls a Turtlebot robot to find and identify a Cluedo character in an environment.
- Used Python programming language to execute the game and Rviz for robot localization and mapping environment in a simulated and real world.
- Developed an electronic video caterpillar game where a caterpillar had to feed to grow and avoid a bouncing predator.
- Used C++ programming language to execute the game on an ARM Mbed K64F board and Doxygen for creating the documentation for the game code.

TECHNICAL SKILLS AND COMPETENCIES

- **Programming** – HTML 5, CSS, Nodejs, Angular, Express, C#, Java, Debugging, Python, SpringBoot, Eureka microservice, React, Javascript, REST API, Tensorflow and Deep Learning, GraphQL.
- **Data Analytics** – COMSOL Multiphysics, Microsoft Excel, Machine learning, SQL, MongoDB, Firebase, Roomdb, PowerBI, Tableau.
- **Cloud Architecture** - AWS, RedShift, Azure, Azure DevOps, APIgee.

OTHER WORK EXPERIENCE AND VOLUNTARY WORK

Administrative Officer, Power Connections, Leeds.

November 2017 - July 2021

- Review and evaluate scheduled programmes.
- Prepare reports and analysis of concluded programmes.
- Conduct administrative duties.
- Seek endorsements and communicate with advisors on grant proposals.
- Support in resource training.
- Quarterly evaluates activity trends and recommends best options to management.

Executive Board Member, NSS, UL.

September 2018 – May 2019

- Coordinate all operations in the organisation.
- Come up with suggestions to enhance the event success.
- Source and negotiate with business vendors and suppliers.
- Planned and made logistics available for events.

Wellbeing Representative, University of Leeds, Leeds.

April 2018 – April 2019

- Worked in collaboration with the Student Support Office to encourage wellbeing support among students.
- Refer urgent student needs to relevant departments for action.
- Maintain regular communications with students for support.
- Avail students' access to emergency contacts.
- Participated in organising induction events for new students.
- Collated feedback from students on ways to encourage wellbeing campaigns within the campus.

SOFT SKILLS

Communication, Team working, Problem Solving, Attention to details, Planning and organisational skills, Leadership, Coaching & Mentoring, Critical thinking, Time management.

MEMBERSHIPS AND CERTIFICATION

- Member of Association For Black and Minority Ethnic Engineers in the UK (AFBE-UK).
- Machine Learning with Artificial Intelligence Certificate.
- HackerRank Python Certification.
- Supervision Skills- Managing Groups and Employee Interaction Certificate.
- Inclusive Leadership Certification & AWS Cloud Practitioner Certificate in progress.

INTERESTS AND HOBBIES

Adventure, Interacting with people, Photography.