

BENJAMIN OFOSU ACHEAMPONG

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EDUCATION

Academic City University College – Accra, Ghana

Graduating June 2027

Major: Computer Science

Relevant Coursework: Introduction to Python, Data Analysis, Programming in C, Object-Oriented Programming with C++, Database Systems, Web-Tech, Data Structures and Algorithms, Java.

EXPERIENCE

Relu Interactives – Remote

Sept, 2024 - Dec 2024

Game Developer Intern

- Developed and implemented a **Target-Hitting Game** in Unreal Engine 5, incorporating features like collision detection, a timed gameplay loop, and a scoring system, while gaining proficiency in C++ and Unreal's Blueprint scripting.
- Designed a **Flappy Bird-inspired Game** in Unity, utilizing C# to manage physics, collision handling, and scoring mechanics, contributing to smooth gameplay and user engagement.
- Collaborated with a remote team to optimize game performance and troubleshoot issues, enhancing gameplay mechanics and overall user experience across projects.

PROJECTS

Movies/Series File Sorter

[Project Link](#)

- Developed an automated file sorting program in Python that organizes downloaded files into movies and series based on naming conventions, file sizes, and video formats.
- Implemented advanced logic to accurately classify files, handling variations in naming patterns, special characters, and format indicators like Blu-ray tags.
- Optimized the algorithm to improve sorting accuracy, ensuring seamless organization by recognizing underscores, periods as spaces, and handling edge cases efficiently.

Knowledge Hub

[Project Link](#)

- Designed and developed a full-stack event booking platform using React, Tailwind CSS, Express.js, and MongoDB, featuring a mobile-first UI with smooth Framer Motion animations for enhanced user experience.
- Integrated NodeMailer for real-time email notifications and XLSX for automated spreadsheet generation, enabling seamless tracking and management of bookings.
- Deployed on Vercel and Render, ensuring high performance, scalability, and reliable data handling for an efficient booking system.

SKILLS

- **Programming languages:** Python, C++, C, C#, JavaScript, HTML, CSS, SQL, MATLAB, Java.
- **Worked with:** React, Node.js, Unity, Unreal Engine 5, Oracle, Git and GitHub, Express.js, NodeMailer, Vercel and Render, XLSX, Tailwind CSS, Framer Motion, MongoDB.
- **Soft Skills:** Initiative-Driven, Client Engagement, Problem Solving, Communication, Writing.

CAMPUS INVOLVEMENT

Robotics Club, *Member*, Academic City University College

February 2024 – Present

- Contributed to the design and programming of robotic systems for club projects and competitions.

Writers' and Debate Society, *Head of debate*, Academic City University College

January 2024 – Present

- Lead debate activities, promoting critical thinking and effective communication.