Chelsea Obiakor

Front End Web Developer, 3d Artist/UI Designer, Virtual Reality Enthusiat, Blogger

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Hi, I'm Chelsea. This is my personal CV and below are basic introductions to my skills and what I'm involved with.

Willing to relocate: Anywhere

Personal Details

Currently Employed: No
Date of Birth: 2002-06-06
Highest Level of Education: Senior Secondary
Industry: Software Development
NYSC Status: Not Applicable

Work Experience

Web Designer / User Interface design

ChannelAI - Ikeja

June 2021 to Present

User Interface and Web Design to me, are among the top 5 most flexible skills that currently exist in the Technology space. As a web designer, you can be anything you choose to be;
• A Graphics Designer for the Web
• A 3d Web Designer
• A Social Media Promotional Posts Designer
• Lastly, a Full Web / Mobile Designer

I first introduced myself to user Interface web design when I noticed that my website was looking persistently ugly, I had done everything I could to make the design look attractive (Using plain CSS), but yet that unsatisfying pang remained. I learned that UI was my solution or better yet problem.?

Fast forward a few weeks and I can evidently guarantee my solid foundation and understanding of creating attractive User Interfaces for Apps and Websites, that "Coverts". Furthermore, these are the practical skills I have obtained till now:

• Profecient with Figma and Adobe xD tools for creating User Interfaces
• Proficient with other design tools for adding (Illustrations, 3d elements) spice to original UIs. Examples include - Inkscape, Spline, Vectary, Adobe Illustrator.
• Understanding of current Web Designer Trends to guide building UIs that are "attractive & intuitive" and therefore Converts.

These are my skills and observations about Web Designing and of the fact that it allows one to bring/learn a variety of skill sets that can be applied to other fields. Example - Alas, a Web Designer can become a Social Media "Influencer".

Front End Developer, Programming Tutor

ChelOverboard - Lagos
February 2020 to Present

As a Front End Developer, my job is pretty fun and exciting as I love to analyze and amend. The world of backend never really appealed to me - perhaps because PHP seems like I'm playing a 1980s game (no offense to back-enders, just not my kinda 'game;) and it demands critical logic which opposes analysis (can you relate?).

I'm into building static sites from the ground up using HTML, CSS, and JS and Improving search engine rankings using known methods and practices. My core target market as a freelancer is small business owners and bloggers, so my area of expertise is perfectly suited for that.

Regardless of that, I have a great experience with WordPress (Building mi familia websites though and for online niche communities I engage in)

Other platforms I have experience within my Web Development workflow include, Jekyll, Github Pages, Git, Gatsby, Firebase, Netlify, Vercel, and more others I can't write down.
But really, as a Front End Developer what value can I bring to your organization?
• I can build simple sites that load in less than a second
• I can improve SEO to achieve a first-page ranking
• I'm extremely flexible in my knowledge span, that is, I can integrate other fields into web development. Examples: Building a Deep Learning Web Application that connects to a docker hosted on GCP or Digital Host.
• I'm a very fast learner, (I don't have a skill that is required at moment's notice?, I can learn it in a short-range if I focus deeply, 'In a dark room' xD. See proof below)
• I'm not just a sponge, I thrive by sharing knowledge with friends around, that's why :

With my skills, I've acted as a tutor and have tutored a couple of folks website development through videos, conferencing apps like Zoom, code dev communities like Codepen and in-person. I got my first student early last year: April, a little while after just Introducing myself to web development as a new year objective - Is this enough proof that I'm a sponge?

Computer Vision Engineer, Projects Researcher

ChannelAI - Remote
April 2020 to 2021

In Computer Vision, I started off by learning through Coursera Courses with hands-on practice. I had a lot of practice building simple CV models using Tensorflow Documentations and tutorials. I have built a couple of projects including a simple web app that classifies uploaded images using an Image Classification Model. I worked on this project specifically to experience the process of model deployment and the requirements. For this project, I used Digital Ocean for Hosting, but I was able to learn other methods of deployment such as TFX, Flask, and GCP AI Toolkit.

For me, AI and CV are very exciting, what can be achieved with them is mind-boggling and it's pretty difficult to keep up with trends if you don't want to either get 1.Overwhelmed or 2. Just lose track of your

other works, because things are moving at '5G' speed, so I decided to focus on a single goal that would decidedly bring impact - in other words (let others do their shit, you benefit in the end)

That CV-specific goal I believe can only be achieved if I can gain admission into your organization and learn real-world skills amidst colleagues and friends.

Blogger
ChannelAI, ChelOverboard - Lagos
May 2020 to October 2020

I see blogging as a hobby, activity, and work experience for me. I have two websites I blog on, both built by me. One is dedicated to Deep Learning and Computer Vision and the other for Virtual Reality (Entertainment and Development side). I blog about these two topics because that is where most of my time is invested during Learning and research for projects.

I started blogging a few months back and am still learning to improve my skills every day. I want to be a part-time content creator and guest blog for companies in my niche and knowledge area as I see writing as a major part of my interests.

The main objective for my websites is to teach folks concepts in a simple way and to project my future development works in Computer Vision and Virtual Reality

Note: This activity is currently not part of my work-time since October 2020 (when I started college applications as it was pretty hectic). I learned a couple of new things from then until now on how to build beautiful websites using UI designs and that's my goal for redesigning my sites and kick off blogging.

Education

Senior Secondary in Science
Tess College - Akute, Ogun State
September 2012 to July 2018

Skills

- Javascript
- Machine Learning (1 year)
- Web Development (1 year)
- Google Cloud Platform (1 year)
- TensorFlow (1 year)
- Bootstrap
- HTML5
- CSS
- Unity 3D (1 year)
- Blender (Less than 1 year)
- User Interface - Figma (Less than 1 year)

- Front-End Development
- Web Design (UI)
- Problem-solving
- Flexibility
- GitHub
- Team Work
- Flutter (Less than 1 year)
- Cross - Platform Mobile Development

Languages

- English - Expert
- Spanish - Beginner

Links

https://channelai.netlify.app

https://www.behance.net/chelkoby

https://www.linkedin.com/in/chelsea-koby-7a4889198/

Certifications and Licenses

Website Developer
December 2019 to Present

During my Introductions to Web Development, I completed courses for Html and CSS on two recognized App tutoring platforms (Sololearn and Programming Hub) and received certificates from both platforms after a number of tasks and projects. I have also taken a few courses from LinkedIn Learning, Coursera, Codecademy and Pluralsight on Languages of the Web. These really helped kick start my application process because the courses taught me the ground basics involved and therefore it was really easy for me to pick up other areas of Web Development (Bootstrap, Jekyll etc).

Programming Languages
December 2019 to Present

I've completed a couple of courses on Python programming language on various online lecture platforms such as Coursera, Sololearn, Programming Hub. I have experience with the following programming languages. Python, Javascript, C#, including HTML & CSS.

• I use Python for Machine Learning Projects on Tensorflow for Data extraction, and workflows to prepare data before building Deep Learning Models.

• I use Javascript to manage interactivity on my websites.

• I use C# in Unity for writing programs for building elements interactions and control in game devs projects. I used C# minimally and for a short while during the times when I tried building some games. Now I keep learning more about it through unity learn and YouTube tutorials while practicing VR Development.

Machine Learning
June 2020 to Present

I've obtained a certificate on Machine Learning from Stanford University Machine Learning Course taught by Professor Andrew Ng on Coursera. I have a very good understanding of popular Machine Learning Algorithms, and how to perform error analysis and debugging processes to build Machine Learning systems that can make accurate predictions.

I understand ML techniques for supervised and unsupervised learning, optimizers, regularization, loss functions and understanding model performance. These I apply when needed in building DL models on Tensorflow.

Tensorflow in Practice
June 2020 to Present

I completed Tensorflow for Artificial Intelligence, Machine Learning and Deep learning of the Tensorflow In Practice specialization by Deeplearning.ai taught by Lawrence Mororney. It gave me the basic understanding of Tensorflow and Convolutional Neural Networks.

I worked with several Tensorflow libraries and techniques to solve different tasks. A few of them include ; callbacks, Image generator, augmentations, tfds. After the course, I worked on an Image classification project using a cifar100 dataset with a mate.

I've also completed Course 2 in the specialization, "Convolutional Neural Networks in Tensorflow''. Here, we are introduced to handling large datasets for model building, we also make use of python for data preparation like sorting into train and validation folders.

The experience I have through my period of working with Tensorflow are:

• Building an image Classifier with both Cifar 10 & Cifar 100 datasets
• Tuning Model to improve accuracy using regularization techniques like Dropouts and Batch normalization
• Understanding the different ways to push models built to production level, a few I considered were Tensorflow Serving Api, GCP ML kit, GCP Cloud Storage, Hosting on Digital Ocean with Flask and Python for back-end. These are the options available to me when I build a production level model.
• Object Detection
• Using Transfer Learning and RCNN pre-built Model to build an Object Detection model that classifies and localizes Kangaroo in images.

I love Tensorflow because of its simplicity and adequate documentation available for beginners.

Assessments

Attention to Detail — Highly Proficient

July 2020

Identifying differences in materials, following instructions, and detecting details among distracting information.
Full results: [Highly Proficient](#)

Additional Information

I have a very good understanding and can implement all the skills listed above as I have had practice with them all in tutorials or personal projects I undertake.