Chinwendu, Ugochukwu| Miracle

Software Engineer Java | Flutter | Java | Python | Html, Css, javaScript|
chinwenduugochukwu206@gmail.com
Location: Ogun State, Nigeria| Mobile: +234 7041833140 | portfolio: https://chidex-portfolio.netlify.app

● PROFILE

Highly motivated and detail-oriented **Software Developer** with strong expertise in **Java**, and **Python**, specializing in developing robust, scalable, and efficient software solutions. Adept at designing algorithms, and optimizing code performance. Proven ability to deliver high-quality results in dynamic environments, whether working independently or as part of a team.

Skilled in building cross-platform applications, solving challenging problems, and integrating modern software development practices. Passionate about continuous learning and adapting to new technologies to create impactful and user-focused solutions.

● FUNCTIONAL EXPERTIS

- **Programming and Development**:
  - Proficient in designing, developing, and debugging programs using **C**, **Python**, and **Java**.
  - Expertise in creating efficient algorithms and data structures for complex problem-solving.
- **Web Development**:
  - Skilled in building responsive and visually appealing web applications using **HTML**, **CSS**, and **JavaScript**.
  - Hands-on experience with **frontend frameworks** and implementing dynamic functionality for user interaction.
- **Database Management**:
  - Competent in integrating **backend functionality** with databases for user management and data persistence.
- **Full-Stack Application Development**:

    - Knowledge of building end-to-end solutions combining **JavaScript (frontend)** and **Python/Java (backend)**.
    - Familiar with REST API development and consuming APIs for dynamic web content.

- **Debugging and Optimization**:
    - Adept at analyzing code for performance bottlenecks and implementing optimization techniques.
    - Strong debugging skills across various languages including **Python**, and **Java**.
- **Problem-Solving and Competitive Programming**:
    - Experienced in solving complex programming challenges using **Python** in competitive environments.
- **Project Development**:
    - Successfully led and contributed to projects involving multimedia websites, management systems, and desktop applications.
    - Integrated modern UI/UX designs into web projects with **CSS3**, **JavaScript**, and libraries like **Bootstrap**.

PROFICIENT LANGUAGES, FRAMEWORKS C TECHNOLOGIES

● Programming Languages: Flutter, Java, JavaScript, Html, CSS, Python, C.

● Frameworks: Django.

● Databases: MySQL, Xampp.

● Repositories: GitHub.

● PROJECTS

Project Description: Music Website - Sound Blast

Project Overview:

The **Sound Blast Music Website** is an interactive, visually appealing, and responsive web application designed to provide users with an immersive music experience. It allows users to explore music content, including trending tracks, top charts, new releases, genres, and more. The website features dynamic content such as album galleries, artist reviews, and a

feedback entry form, while distinguishing between registered and non-registered users. Registered users have the option to download entire albums, while non-registered users can only listen to them.

Key Features:

- **Responsive Design**:

- The website is built to be fully responsive across all devices, ensuring a seamless user experience on desktop, tablet, and mobile devices.

- **User Interaction**:
    - **Registration s Login**: Users can register with a username and password, login, and access exclusive features like downloading albums.
    - **Album and Artist Exploration**: Users can browse through music content such as top charts, new releases, and trending tracks.
    - **Interactive Feedback**: A feedback form allows users to leave reviews and suggestions.
- **Dynamic Music Content**:

Sections like **Trending Now**, **Top Charts**, **Genres**, **Old Songs**, and **Top Artists** keep the website content fresh and engaging.

- **Gallery and Reviews**: Users can explore a gallery of album covers and read reviews about various albums and artists.
- **Scrolling Ticker**: A real-time **date, time, and location ticker** is displayed, using HTML5 Geolocation to give users up-to-date information.
- **Visitor Count and Interactivity**:

The website features a **visitor count** displayed next to the logo, along with interactive **menu options** that change color on hover and click. Menus also feature smooth fade animations to improve the user interface.

- **User Differentiation**:

The website offers different functionalities for **registered** and **non-registered** users, ensuring a personalized experience.

Technologies and Tools Used:

- **HTML/CSS**:

Structured with HTML for content and CSS for styling. Includes animations, responsive design, and smooth transitions.

- **JavaScript**:

Utilized for dynamic functionalities like registration, login handling, and content display. Ensures interactive features such as the visitor count and real-time feedback.

- **HTML5 Geolocation API**:

Used to display the user's location as part of the real-time **date, time, and location ticker**.

- **Responsive Web Design**:

Implemented using **flexbox** and **media queries** to ensure the website adapts to different screen sizes.

Key Contributions:

- Designed and developed the **user interface** and **user experience** for the website, ensuring a visually appealing and interactive layout.
- Implemented **dynamic content display** for music tracks, albums, and artist information.
- Developed the **registration and login system** that distinguishes between registered and non-registered users, providing a personalized experience.
- Integrated a **visitor count feature**, enhancing the site's real-time interaction.
- Optimized the site's **responsive design**, ensuring accessibility across devices.

Learning Outcomes and Skills Demonstrated:

- Expertise in **HTML, CSS, and JavaScript** to create responsive and dynamic web applications.

- Practical experience in **user authentication**, including registration, login, and session management.
- Proficiency in **interactive web design**, ensuring smooth animations and transitions for better user experience.
- Experience with **real-time web features**, like displaying live data using geolocation and visitor count.
- **Cross-browser compatibility**: Ensured the website is functional across all major web browsers.

Asura Project Website

Project Overview:

The **Asura Project** is a visually stunning and dynamic website designed to showcase creative content in an engaging and interactive manner. Built using modern **web development technologies**, the site offers a seamless user experience with smooth transitions, interactive animations, and a clean, minimalist design aesthetic.

Features:

- **Homepage with Dynamic Visuals**:

- The landing page greets visitors with captivating visuals and intuitive navigation, providing an immediate sense of the project's theme and purpose.

- **Interactive Animations**:

Leverages advanced **CSS3 animations** and **JavaScript** effects to deliver smooth transitions and a polished user interface.

- **Responsive Design**: Fully responsive layout ensures compatibility across a wide range of devices and screen sizes, offering a consistent experience for both desktop and mobile users.
- **Navigation Bar**: A sleek and functional navigation menu makes it easy for users to explore the website's sections.

Technologies Used:

- **HTML5**: For semantic, well-structured content.
- **CSS3**: To craft an appealing design with animations and layouts.
- **JavaScript**: To enable interactivity and enhance the user experience.
- **GitHub Pages**: To deploy and host the project online seamlessly.

Role and Contributions:

As the developer of this website:

- Designed and implemented the **frontend architecture** using best practices for web development.
- Integrated **animations** and **dynamic interactions** to enhance user engagement.
- Ensured cross-browser compatibility and responsiveness for a wide user base.
- Utilized **Git** for version control and **GitHub Pages** for deployment.

File Operations

This Java program demonstrates file operations including file creation, content writing, reversing data, content comparison, data modification, and converting file content to byte codes.

Languages: Java

Project Description: Chidex Drinking Game

Project Overview:

Drinking Game is an interactive Python-based command-line game designed for group entertainment. This program combines randomization, user input, and decision making elements to create a dynamic and enjoyable experience for participants. With built-

in rounds, personalized player input, and task-driven gameplay, the game serves as a creative and engaging way to entertain multiple players in a casual setting.

Key Features:

- **Player Registration**:

- Prompts players to input their names and ensures no duplicates by validating entries.

- **Dynamic Round Management**:

Players can choose the number of rounds to play and extend gameplay or restart the game after rounds are completed.

- **Randomized Challenges**:

Utilizes Python's `random` module to generate numbers that players must guess. Correct guesses lead to task assignments for other players, while incorrect guesses impose penalties (e.g., taking a shot).

- **Interactive Gameplay**: Players are guided through the game with clear instructions, enhancing user experience with smooth and structured interaction.
- **Endgame Options**: At the end of the rounds, the game announces the winners and provides players the option to restart, extend, or exit the game.

Technologies and Tools Used:

- **Python Programming**:

The core language used to implement game logic, user input handling, and random number generation.

Key Contributions:

- Designed and implemented a **modular game structure** that ensures smooth flow and enhanced user experience.

- Developed logic for randomized number generation and interactive player challenges.
- Introduced mechanisms to prevent duplicate player names and manage game rounds dynamically.
- Created user-friendly prompts and instructions for intuitive gameplay.

Learning Outcomes and Skills Demonstrated:

- Proficiency in **Python programming** fundamentals such as loops, conditional statements, and input/output handling.
- Experience with creating **interactive CLI applications** for group engagement.
- Strong debugging and validation skills to ensure error-free execution.
- Applied **modular programming** techniques to structure reusable and scalable code.

Project Overview: School CBT (Computer-Based Test) System

The **School CBT System** is an automated platform designed to facilitate the administration, management, and evaluation of exams in a digital environment. This system replaces traditional pen-and-paper tests with an efficient, secure, and scalable computer-based testing solution. It is ideal for schools, colleges, and educational institutions aiming to modernize their assessment process.

Key Features and Objectives:

1. **Digital Exam Management:**
   - Teachers can create, edit, and schedule exams online.
   - Support for multiple question types: multiple-choice, true/false, and short-answer questions.
2. **User Authentication:**
   - Secure login for students, teachers, and administrators.
   - Role-based access ensures that students can only take exams assigned to them while teachers can manage exam content.
3. **Automated Evaluation:**
   - Instant grading for objective questions.
   - Detailed performance reports for students and teachers.
4. **Time Management:**
   - Exams are timed automatically with countdown timers.
   - Auto-submit feature ensures tests are submitted when the allotted time expires.
5. **Result Analytics:**
   - Teachers can analyze results with performance statistics.
   - Students can review their scores and attempt summaries for learning purposes.
6. **Secure and Reliable:**

- Prevents cheating with unique exam sessions for each student.
- Data encryption ensures student and exam data are safe.

7. **User-Friendly Interface:**
   - Clean, intuitive, and responsive design for ease of use on desktops, tablets, and mobile devices.
   - Minimal training required for both students and educators.

Technologies Used (Example):

- Frontend: HTML, CSS, JavaScript, React/Angular
- Backend: Node.js, Java Spring Boot, or PHP
- Database: MySQL, PostgreSQL, or MongoDB
- Optional: Firebase for real-time updates

Purpose and Benefits:

- Reduces the workload of exam management for teachers.
- Provides faster and accurate results.
- Enhances student learning by providing instant feedback.
- Supports paperless and environmentally friendly assessment methods.

● WORK EXPERIENCE

April 2023 to May 2024

● EDUCATION

Aptech computer education (July 28 2023 – September 10 2025)

Advanced diploma in software engineering