

CHI-UBA ASOGWA

SOFTWARE ENGINEER - INTERNSHIP (6 MONTHS - FEBURARY 2026)

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SUMMARY

Creative and impact-driven Software Engineering Master's student with real-world experience building and scaling apps across mobility, education, and cloud platforms. From leading codebase overhauls and boosting app performance to mentoring dev teams and launching startups, I bring strong full-stack skills ,product mindset ,and leadership edge. I am a fast learner and a proven problem-solver.

EDUCATION

ESIGELEC

Masters In Software Engineering And Digital Transformation

France
Sept 2024 - August 2026

Curriculum Highlights: *Introduction to Object Oriented Programming with Java, C Programming, Development of Mobile Application, Intro to .NET Framework (C#), Analysis & Design with UML, Big Data: Challenges & Opportunities, Artificial Intelligence: Principles & Techniques, Python for Data Analysis.*

University of Nigeria Nsukka

Bachelor of Mechanical Engineering

Nigeria
2015 - 2021

- GPA: 4.09/5.00

SKILLS AND TECHNOLOGIES

Programming Languages: Dart, Php, Java, C, C#, C++, Kotlin, Html, CSS, Javascript, Python, SQL

Frameworks: Flutter, Android Development with Java, JSP and Servlets

Technologies: Swing, Firebase Cloud Function, Firebase Authentication, Firestore Database, Firebase Hosting, Firebase Distribution, Firebase Storage, Docker+Hadoop, Mongo DB, .Net,

Tools: Github, Slack, Jira, VScode, Eclipse

Others: Data structures & Algorithm, Agile, Scrum, Work Ownership, Product Oriented, Grit, Problem Solving, Debugging, Time Management, Team player.

Spoken Languages: French (A2), English (Native)

WORK EXPERIENCE

Software Engineer, [KabuKabu](#)- Ride hailing and mobility platform

Aug 2024 - Nov 2024

- Led a refactoring initiative for a Flutter codebase, enhancing development efficiency by 35%.
- Reduced app size by 25% by migrating icons to cloud storage, improving load speed with advanced caching.
- Delivered key features like notification sounds for bookings, interactive screens, and enhanced map integrations.

Mobile Team Lead, [Cloudenly](#)

Sept 2023 - Aug 2024

- Led a refactoring initiative for a Flutter codebase, enhancing development efficiency by 35%.
- Reduced app size by 25% by migrating icons to cloud storage, improving load speed with advanced caching.
- Delivered key features like notification sounds for bookings, interactive screens, and enhanced map integrations.

Associate Mobile Developer, [Cloudenly](#)

Sept 2022 - Aug 2023

- Mastered BLOC state management in one week, enhancing onboarding by 50% and swiftly implementing high-quality UIs from Figma.
- Achieved a 100% salary increase and promotion in one year due to exceptional performance and growth.

PROJECTS

- **E-Library FullStack Web Application (PHP, HTML, CSS, JavaScript, phpMyAdmin):** Developed a full-stack library management system with user and admin authentication, built on a local server. Implemented role-based privileges: admins could manage users, edit book metadata, and promote members, while users could borrow/return books and update profiles. Earned a score of 18/20 for functionality, UI/UX, and real-world applicability.
- **Jave Project (Java (Eclipse), JDBC, MySQL, OOP, SOLID Principles):** Built a desktop warehouse logistics system for tracking shipments, goods, and internal operations. Applied object-oriented design and SOLID principles to ensure modularity, scalability, and maintainability. Achieved 18/20 for clean architecture, code quality, and problem-solving. [Github Repository](#)
- **HausRenta Landing Page (Flutter Web, Firestore, Firebase Hosting):** Designed and deployed a modern, responsive Flutter-based web landing page for a client-focused solution addressing rent savings among Nigerian demographics. Integrated with Firebase Firestore for backend data handling and hosted the live site using Firebase Hosting. [Live Project](#)