

CORNELIUS OSEI OWUSU BOATENG

❖ www.corneliusboateng.com, 109 Summit Avenue, Ithaca, NY 14850 ❖ (646)-247-7478 ❖ cob32@cornell.edu

EDUCATION

Cornell University - Ithaca, New York, USA

Graduating May 2024

Bachelor of Arts Computer Science, GPA : 3.74 / 4.0.

Honors: Dean's List - All possible semesters.

Relevant Coursework : Introduction to Computing, Modern Web Development, Calculus, Object-Oriented Programming and Data Structures (in progress), Discrete Structures (in progress).

WORK EXPERIENCE

Kehillah Ghana Limited - Remote

June 2021 - Aug 2021

Software Engineering Intern

- Worked with the backend team to develop Create-Read-Update-Delete tools for investment platform's API.
- Implemented error logging and tracing using sentry.io and set up alerts to notify the team via Slack when we exceeded specific thresholds.
- Built continuous integration using GitHub Actions to ensure that all tests pass on pull requests.
- Contributed python script to auto-generate essential files needed by API.

Innovate Ghana Bootcamp - Remote

July 2020- Aug 2020

Peer Mentor and Web Development Instructor

- Worked with a team of 5 high school students to build a prototype of a messaging app.
- Introduced new participants to web development and facilitated the creation of basic front-end templates.

Cornell College of Computing and Information Science - Ithaca, New York

Aug 2021 - Dec 2021

Teaching Assistant under Professor Walker White - Introduction to Computing using Python

- Serving as a teaching assistant for a Python course of about 600 students.
- Help reinforce class concepts during office hours and lab periods.
- Review and grade exams and student's programming assignments throughout the semester.

PROJECTS

StudyPot Learning Website, [Link](#).

- Mobile-responsive website hosting recorded lesson videos and articles of anatomy, physiology and biochemistry for medical schools in Ghana. Currently serves about 100 students.
- Implemented user validation, authentication, admin panel and a social network for reviews.
- Embedded media into site using reliable, streamlined protocols and technologies.
- Built mainly with Node JS, Express, MongoDB, EJS, CSS3, Passport, Cloudinary and Bootstrap 5.

Cornell Roster Automator, Spring 2021 Project, [Demo](#).

- Automated the selection of the courses to enroll in from the online Cornell Roster.
- Added functionality to check for course time overlaps and updates.
- Built entirely with Python.

Box Snake Game, [Link](#).

- 2D game modeled after the original Snake Game, with sound effects.
- Implemented keyboard event listeners for the arrow and 'ASDW' keys for snake movement.
- Built with HTML5, CSS3, and JavaScript. Hosted and deployed with Firebase.

SKILLS AND INTERESTS

- **Programming languages:** Python, JavaScript, TypeScript, Java (*familiar*), OCaml (*familiar*).
- **Previous experience with:** HTML, CSS, React, Django, Node JS, Express, Cloudinary, Bootstrap, Firebase, MongoDB, Git, Sentry.

CAMPUS INVOLVEMENT

- **Cornell University Undergraduate Research Board**, *Member*, Spring 2021 - Present.
- **International Students Admissions Ambassador**, *Mentor*, Cornell University, Fall 2020 - Present.
- **Underrepresented Minorities in Computing**, *Member*, Cornell University, Fall 2019 - Present.