

# Chidubem Okem Ogbudibe

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## EDUCATION

<b>Toronto, ON</b>	<b>University of Toronto</b>	<b>Sep. 2019 – Projected Jun. 2023</b>
<ul style="list-style-type: none"><li>• <b>Major:</b> Co-op Computer Science, Honours BSc.</li><li>• <b>Awards:</b> University of Toronto Entrance Scholarship (\$3000)</li><li>• <b>Relevant Courses:</b> Introduction to Computer Science I, Introduction to Computer Science II</li></ul>		
<b>Flatiron School</b>	<b>Full Stack Community Bootcamp</b>	<b>Sep. 2019 - Present</b>
<ul style="list-style-type: none"><li>• Learning HTML, CSS, Ruby, SQL, JavaScript, Git, Ruby on Rails, Sinatra, ActiveRecord, React, Redux</li><li>• SDLC, Agile methodologies, and cross-functionality</li></ul>		

## SOFTWARE PROJECTS

<b>PEAR Impact Project</b> <a href="https://csec.club/pear/">https://csec.club/pear/</a>	<b>Oct. 2019 – Present</b>
<ul style="list-style-type: none"><li>• Developing “Success Stories of New Canadians” website to help share the stories of Canadian immigrants</li><li>• Utilizing React, Gatsby, HTML, CSS, JavaScript</li></ul>	
<b>Sudoku Game Android Application</b>	<b>Aug. 2019 – Present</b>
<ul style="list-style-type: none"><li>• Prototyping UI and UX using Adobe Xd to be tested with key users.</li><li>• Performs the recursive generation of Sudoku puzzles with varying difficulties.</li><li>• Implements object-oriented programming to create custom classes for the Cell of the Sudoku solver</li><li>• Utilizing Java, Android Studio, XML, and Agile version control through Git</li></ul>	
<b>STEMulate Hackathon Project</b>	<b>Nov. 2018</b>
<ul style="list-style-type: none"><li>• Researched educational solutions to get kids and underrepresented groups into STEM at an earlier age</li><li>• Designed and implemented the prototype of an educational platform that combines STEM-related games, videos, and tutorials into one desktop application</li><li>• Utilized Unity3D and C# to create physics lab educational game involving data collection and overall UX.</li><li>• Pitched project to university students and other sponsors, earning a medal</li></ul>	

## LANGUAGES AND TECHNOLOGIES

- *(Fluent)* Java, C++, Python, Ruby, HTML/CSS *(Basic)* Kotlin, JavaScript, C#, SQL
- *(Proficient)* Android Studio, Visual Studio Code, Eclipse IDE, Wing IDE, Unity, GitHub, Git

## EMPLOYMENT

<b>Industrial Trainee</b>	<b>Medallion Communications Ltd. Abuja</b>	<b>Summer 2019</b>
<ul style="list-style-type: none"><li>• Learned on the job about the basics of computer networking, fibre optics, and transmission media.</li><li>• Helped with the setup of server racks and occasionally reception.</li><li>• Interconnection house for the largest telecom companies in Nigeria, including MTN and Airtel</li></ul>		
<b>Customer Service Clerk</b>	<b>Calgary Co-op Supermarket</b>	<b>Sep. 2017 – Jun. 2018</b>
<ul style="list-style-type: none"><li>• Collaborated with others to provide an outstanding experience for customers.</li><li>• Maintained a positive attitude in a fast-paced work environment</li></ul>		

## ADDITIONAL EXPERIENCE AND AWARDS

**Google Cloud Platform:** Essentials Certification from Qwiklabs and GDG Cloud Toronto

- [https://google.qwiklabs.com/public\\_profiles/15f473a6-c9ac-4b1a-8d91-92729255e3c1](https://google.qwiklabs.com/public_profiles/15f473a6-c9ac-4b1a-8d91-92729255e3c1)

**Western Canada High School:**

- Computer Science Club Project Manager: various Unity games and projects, including a Unity application that implemented the A\* pathfinding algorithm to help guests navigate the school
- Honours Society Lifetime Member, Physics 30 Subject Award

**Nigerian Canadian Association of Calgary and Igbo Cultural Association of Calgary:** Grade 12 Award