

# Emmanuel Kumah

## Software Engineer

+33 7 48 38 73 97 | [kenzieemma072@gmail.com](mailto:kenzieemma072@gmail.com) | [linkedin.com/in/emmanuel-kumah](https://linkedin.com/in/emmanuel-kumah) | [github.com/easyblend](https://github.com/easyblend)

### EDUCATION

#### Junia ISEN

Lille, France

*Master of Science in Software Engineering Bac+5*

*Expected July 2025*

- Relevant Coursework: Cloud Computing, Cybersecurity, Software Architecture, Machine Learning, Distributed Systems
- **Final Year Project:** DASTA – AI-Powered Smart Drone for Precision Agriculture

#### KNUST

Kumasi, Ghana

*Bachelor of Science in Computer Science*

*Jan 2021 – Aug 2023*

- Relevant Coursework: Cloud Computing, Data Structures, Software Engineering, Artificial Intelligence, Operating Systems
- **Final Year Project:** AI-Driven Zero Hunger Initiative – Enhancing Food Security with AI

### EXPERIENCE

#### SDET Intern

Mar. 2025 – Expected Aug. 2025

*Shift Technology*

*Paris, France*

- Developing and executing robust performance testing strategies using **K6** and **OctoPerf** to validate UI responsiveness and backend scalability for fraud detection platforms
- Engineered dynamic API test suites simulating real-user behaviors, integrating them within grouped and batched request flows for realistic load modeling
- Enhanced CI/CD pipeline automation by embedding performance validation gates, accelerating release cycles and reducing production regressions

#### Frontend Engineer

Mar. 2024 – Feb. 2025

*Station F, Kanop*

*Paris, France*

- Developed features with React and Strict TypeScript, ensuring type safety and stability on Kanop's web platform
- Implemented unit and integration tests with Jest and React Testing Library, achieving 90% coverage
- Led the deployment of new frontend features, reducing post-release bugs by 80% and improving system performance

### PROJECTS

#### Spatial Wars | *Java, Spring Boot, React, Docker, Azure*

Oct. 2024 – Present

- **Project GitHub:** [github.com/Easyblend/Spatial-Showdown](https://github.com/Easyblend/Spatial-Showdown)
- Developed a real-time multiplayer strategy game integrating spatial challenges and dynamic data exchange
- Engineered the backend with Spring Boot & WebSockets for low-latency data flow between players
- Streamlined infrastructure deployment with Terraform, provisioning cloud resources on Azure

#### Inventory Management API | *FastAPI, Python, PostgreSQL, Docker, GitHub Actions*

2024 – Present

- Designed and developed a high-performance RESTful API for inventory management, enabling real-time stock tracking and seamless product management
- Implemented JWT-based authentication and role-based access control to enhance security and prevent unauthorized access
- Automated deployments with Docker and GitHub Actions, ensuring continuous integration and smooth API updates

### TECHNICAL SKILLS

**Languages:** Java, JavaScript (TypeScript), Python, SQL (Postgres, MySQL), HTML/CSS

**Frameworks:** React, Node.js, Spring Boot, FastAPI, JUnit, WordPress

**Libraries:** Redux, Axios, Lodash, Material-UI, Jest, Socket.IO, Pandas, Matplotlib, Hibernate

**Developer Tools:** Docker, Terraform, Visual Studio Code, PyCharm, IntelliJ, Eclipse

**Databases:** PostgreSQL, MySQL, MongoDB

**Cloud Technologies:** AWS, Azure, Google Cloud

**Version Control:** Git, GitHub, GitLab