

E.j. Ezuma-Ngwu

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EDUCATION

Carnegie Mellon University

Bachelor of Science in Information Systems, Minor in Human-Computer Interaction
Dean's List - 2023

Pittsburgh, PA

August 2021 - May 2025

Relevant Courses: 15-112: Fundamentals of Programming and Computer Science | 15-121: Introduction to Data Structures | 17-313: Foundations of Software Engineering | 05-391: Designing Human-Centered Software | 67-272: Application Design and Development(Spring 2024) | 67-262: Database Design and Development(Fall 2023) | 67-240: Mobile Web Design and Development (Fall 2023)

SKILLS & INTERESTS

Skills: Microsoft Office (Excel, PowerPoint) | Python | Java | Swift/iOS | PostgreSQL | Ruby | HTML(In Progress) | CSS(Intermediate) | Javascript(Beginner)

Interests: Cooking, Fitness, Basketball, Human-Computer Interaction, CyberSecurity

EXPERIENCE

Microsoft - Incoming Software Engineer Intern

May 2024 - August 2024

Mastercard - Software Engineer Intern

Swift, Python

June 2023 - August 2023

- Collaborated directly with cross-functional teams to build streamlined, user-focused mobile experiences, including designers and backend engineers.
- Built an additional screen with the functionality to scan a receipt using optical character recognition and autofill data, resulting in a 45% increase in user expense creation.
- Implemented modern UI/UX designs, utilizing Swift and UIKit, resulting in enhanced and consistent app aesthetics and user satisfaction.
- Worked in agile development sprints, routinely completing projects ahead of schedule while preserving the quality of the code and documentation.

PROJECTS

[Happy Day Dessert Factory Website](#) - (Code)

HTML, CSS, Javascript

March 2023 - April 2023

- Utilized Anime.js and Parsley.js to add features on the 6 navigation pages such as buttons, validation, and home screen visuals.
- Integrated jQuery to improve website functionality and user experience.
- Optimized website performance by reducing page load time and implementing caching techniques.

[Overcooked Py2!](#) - (Code)

Pythonf

April 2022 - May 2022

- Designed and implemented the game engine from scratch, including the game loop, physics, and collision detection.
- Employed object-oriented programming principles to create reusable and modular code.

[Social Media Analytics](#) - (Code)

Python

Dec 2021 - Jan 2022

- Developed data-cleaning techniques to remove irrelevant data and improve the accuracy of sentiment analysis on over 4,981 tweets.
- Applied natural language processing libraries such as NLTK and spaCy to perform sentiment analysis on textual data.
- Utilized Matplotlib to visualize data such as top policy message rates and total messages per state.

LEADERSHIP EXPERIENCE

ColorStack @ Carnegie Mellon University

Co-President

Pittsburgh, PA

May 2022 - May 2024

- Restarted a club for underrepresented minorities in programming to administer mentoring and advice that encourages a feeling of belonging.
- Organized a ColorStack Summit with over 113 club members to learn firsthand about being a minority in tech, as well as opportunities for internships.
- Consulted the Deans of both the Heinz College of Information Systems and the School of Computer Science on matters involving diversity and inclusion.