

# EMMANUEL DODOO

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## EDUCATION

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**Cornell University**, Ithaca, New York

**Graduating December 2025**

**Major:** Computer Science

**Relevant Coursework :** Introduction to Computing, Object Oriented Programming, Data Structures and Algorithms, Trends in Modern Web Development, Calculus

## SKILLS

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**Programming languages:** Python, Java, JavaScript, Typescript, HTML/CSS

**Worked with:** React, Node.js, Firebase, Flask, Github, Pygame, Ar.js, Three.js

## EXPERIENCE

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**Teaching Assistant, Cornell University**

**August 2022 - December, 2022**

- Course staff for the Introduction to Computing (Python) course of about 600 students.
- Hold office hours to resolve student challenges and improve understanding of course concepts.
- Review and grade students' exams, projects and assignments throughout the semester.

**Program Organizer and Co-lead, TechElevate**

**June 2022 - Present**

- Assembled multiple teams of about 50 Computer Science students in Ghana for knowledge building sessions aimed at landing them jobs.
- Hold two weekly workshops instructing recruits and building up knowledge.
- Lead sub-teams in building various projects, refine existing skills and learn new ones.

**Milstein Summer Program, Cornell Tech**

**June 2022 - July 2022**

- Worked with a local government agency to build an Augmented Reality web interface for flood sensors using the AR.js.
- Worked with four resident professors to explore the intersection of Technology and Arts .
- Built several projects using Physical and Digital Making techniques for the local community.

## PROJECTS

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**Big Red Musix** | Typescript | HTML | CSS | React | Firebase | Chakra-UI

[Github Repository](#)

- Worked with a team of 3 to create a music sharing website.
- Implemented song ranking system, user authentication and likes to enhance interactivity.
- Integrated Firebase, to store user and song data, and cloud functions handle data changes.

**Pong Game** | Python | Pygame

[Github Repository](#)

- Developed a two player pong game using python pygame for casual play.
- Employed a unique user introduction.
- Implemented sound system to improve immersion

**Python Video Streaming** | Python

- Created a Python playlist maker and streaming service.
- Implemented an integrated Advertisement system to serve ads after a number of videos
- Used built-in python libraries like functools, inspect and webbrowser.

## CAMPUS INVOLVEMENT

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- Undergraduate Research Board, Member, Spring 2022 - Present.