**PERSONAL SUMMARY**

**Emmanuel Maduka Agbeze**

[LinkedIn](http://www.linkedin.com/in/agbeze-ema) | [Portfolio](https://emmanuelm-a.github.io/my-portfolio/) | madukaagbeze.ea@gmail.com | [GitHub](https://github.com/EmmanuelM-A)

Aspiring Software and AI Developer with over four years of programming experience, skilled at working independently and collaboratively. Enthusiastic about harnessing the power of AI to enhance quality of life. Highly organized, resolute, and strategic, with strong critical thinking and project planning abilities. Experienced with Java, JavaScript, and Python, and eager to expand expertise in software and AI development while contributing to innovative, impactful projects.

**SKILLS**

**Technical Skills** – Java (3 years), JavaScript (5 years), SQL (4 years), Python (2 years), React (4 years), Redux (1 year), C (3 years), HTML/CSS (5 years), Windows (4+ years), Linux (2 years)

**Knowledge** – OOP, SDLC, Agile Development, Git, Algorithms & Data Structures, Unit & Integration Testing, Web development, Debugging

**Soft skills** – Flexible and adaptable, critical thinking, strategic planning, effective communication, resourcefulness

**CERTIFCATES & TRAININGS**

* Python for Data Science, AI & Development – IBM certification 12/09/2024
* Introduction to Software Engineering – IBM certification 28/07/2024
* Java – Codecademy 09/07/2023
* SQL – Codecademy 16/08/2022
* Intermediate JavaScript – Codecademy 09/08/2022

**EDUCATION**

**M. Sci Computer Science** | Lancaster University Oct 2022 – Aug 2026 (Expected Graduation)

**WORK EXPEREINCE**

Internship, **Bright Network (IEUK24)** **17 – 20 June 2024**

* Led a conceptual product team focused on improving an organization’s product subscriber churn rate.
* Conducted extensive market and product research, identifying evolving opportunities and applied a mix of Agile and DevOp methodologies to create a product enhancement implementation plan.
* Responsible to driving broad stakeholders to engagement required to inform and secure buy in for my recommendations.

Work Experience, **Accenture UK 24 – 27 July 2023**

* Tasked with planning the enhancement of Accenture’s business app (Mondo Market), to allow for B2C transactions.
* Analysed the Accenture’s business app (Mondo Market) monthly sales data. Extracted data using SQL and creating dashboards for the business sales metrics usingExcel graphing features.
* Designed an online digital marketing poster to promote the Mondo Market app to potential users.
* Reported and identified issues with the client support model and recommended innovative approaches to solve the issue.

Work Experience, **Vodafone UK** **2 – 13 August 2021**

* Designed and planned a cyber security product proposition (called Booster) and pitched the idea to stakeholders.
* Brought a fresh perspective to discussions about work life balance and adapting in an evolving workplace.
* Leveraged a logical structure and a rational decision-making process to proffer solutions to problems associated with scheduling and meeting deadlines in the product implementation phase.

**PROJECTS**

* [Presentation Program](https://github.com/EmmanuelM-A/presentation-program) – A Java group project developed during my second year @ Lancaster University. My primary contribution being the design and implementation of the majority of the UI (with special emphasis on the slide display mechanism).
* [iFogSim-WoT-Extension](https://github.com/EmmanuelM-A/ifogsim-wot-extension) – This was a part of my third-year dissertation, which aimed to develop a tool to streamline IoT system development by automating device integration and simulation using Web of Things (WoT) Thing Descriptions (TDs) and extending the IoT simulator iFogSim.
* [Desktop Air Hockey Game](https://github.com/EmmanuelM-A/air-hockey-app) – The game features a single-player mode against a computer and a two-player mode where you can compete against a friend. A scoreboard tracks and displays the scores of the players who beat the computer in single-player mode.

**HOBBIES**

Rugby League | Gardening | Gaming