# YOUDIOWEI ETEIMORDE

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## SUMMARY

Self-taught programmer with a deep passion for using the power of computing to build innovative and exciting products.

## SKILLS

| Technologies | Programming Language | Libraries/Framework |
|---|---|---|
| Linux, Git, AWS, Bash, Postgres, Docker, MongoDB, Snowflake | JavaScript/TypeScript, Python, Rust, C/C++, HTML/CSS, SQL | Django, Numpy, Flask, Tensorflow, Express, React, FastAPI, Pandas, Scikit-learn, Matplotlib |

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## EXPERIENCE

**Launch.ai |** *Software Engineer*                                    *Remote* | **Jan - Mar 2022**
- Worked in a team building a real-time collaboration tool.
- Designed and implemented the data structure necessary for real-time communication via Conflict-free Replicated Data Type (CRDT), resulting in increased data consistency and improved user experience.
- Reduced the latency of the WebSocket connection to the backend by implementing it in Rust using the tokio runtime, resulting in faster data transmission and reduced network overhead.

**Kuwala |** *Contributor*                                    *Github* | **Mar - Apr 2022**
- Contributed to the Kuwala open source community, assigned to Issue #114.
- Added a snowflake connector to the platform, providing a new data source for users, and extending the functionality of the platform.
- Abstracted the complexity of connecting to the data warehouse by creating an intuitive user interface, making it easy for users to connect to and query data from the new data source.

**SquareLink |** *Backend Engineer*                                    *Nigeria* | **June - Sept 2022**
- Worked on building the Minimum Viable Product (MVP) of the product.
- Built the backend Application Programming Interfaces (APIs) of the product using the FastAPI framework, resulting in a reliable and scalable product.
- Documented the endpoints following the OpenAPI standard, ensuring clear and consistent documentation of the API for developers and stakeholders.

**Wigxel |** *Data scientist*                                    *Nigeria* | **Oct 2022 - Jan 2023**
- Developed a Natural Language Processing (NLP) model to analyze user sentiment on the company's product Routa..
- Conducted data cleaning and preprocessing, ensuring high-quality data inputs for the model and improving its accuracy.
- Optimized the model's hyperparameters and fine-tuned the training process, resulting in an accurate and efficient model.
- Collaborated with other team members to incorporate the model into the company's data pipeline, ensuring seamless integration and effective use of the model.

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## PERSONAL PROJECTS

### The Game of Life
- An Implementation of John Conway's game of life built for the web.
- ES6 class is used to represent the game world and individual cells in the game.
- It uses HTMLCANVASELEMENT to display the game.

### Modeling Euclidean shapes
- A Python program that implements various Euclidean shapes using Object-Oriented Programming (OOP).
- It makes use of the Turtle package to draw the shapes.
- The program uses various OOP concepts: Inheritance for extensibility of shapes, Polymorphism to ensure a consistent API for all shapes, and Encapsulation to prevent direct access to the data.

### Deep Learning Notebooks
- A collection of notebooks that focus on various aspects of deep learning.
- The notebooks cover various deep learning algorithms and topics, including Feed-Forward Networks, Natural Language Processing (NLP) basics, and Convolutional Neural Networks (CNN).
- All notebooks are implemented using TensorFlow, PyTorch, and Keras.