

# ERHUNOSA OSAGIE-AMAYO

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<https://www.linkedin.com/in/favour-osagie-amayo> | <https://favouramayo.github.io/>

## EDUCATION

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**University of California, Los Angeles**

**Oct 2012- Jun 2016**

Bachelors of Science in Psychobiology

GPA: 3.0

## SKILLS

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### Languages:

HTML, CSS, Javascript, Java

### Tools/Frameworks:

React JS, Redux, Github, Bootstrap, AJAX, Eclipse, Visual Studio Code, NPM

## PROJECTS

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### Recipe Planner

- Created a web app for meal planning and recipe searching using React JS, HTML, and CSS
- Merged and linked components of the application with React Router
- Connected the Food2Fork API to display about 20 recipes on the search recipes page
- Added recipe onto the calendar and added ingredients to grocery list once specific recipe was found
- Version Control using Github

### Weather App

- Developed a weather application where users input a specific city to receive back the temperature, conditions, and humidity of that city
- Fetched data from the OpenWeatherMap API and displayed data using Bootstrap, HTML, and CSS
- Caught and displayed an error if user inputted an invalid city into the search engine
- Version Control using Github

### Portfolio Website

- Built a multipage website with HTML and CSS to display my portfolio in digital form
- Created a modal with JavaScript to present a description of a specific project on the project page
- Implemented easy navigation for those who want to see my work

### Online Store

- Programmed an online store with shopping cart using React JS and Redux JS and linked the different components using React Router
- Incorporated add to cart and remove buttons to each item so users can add as many or delete as many of a certain item as they want to the shopping cart
- Generated an item onto the shopping cart page once add to cart button was pressed on homepage

### Quiz Game

- Utilized Java and Java GUI to build a 10 question multiple choice quiz game based on programming knowledge
- Integrated a point value to each answer that would be added to the score if clicked
- Implemented a score tracking system, so the user can see his/her score as he/she progresses through the game
- Initialized score back to zero once a new game began
- Version Control using Github