**PROFILE**

Motivated and hard-working software developer who brings a solution-driven mindset to any team and project. Passionate about writing clean and reusable codes and follow the DRY principle. Undergone several trainings with Udemy and Amigoscode. I am calm under pressure, open to learning, and approach projects with simplicity and functionality.

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**EXPERIENCE**

* **Full-Stack Developer –** *Jan 12, 2022 – Till date*

**Obande Development ( Contracts and Personal projects)**

* + - Designed and implemented my portfolio website application using Reacts, NodeJS, Knex, Heroku PostgreSQL, Azure, and Heroku cloud services. An easy way to add items to a portfolio without CI/CD was developed.
    - Wrote a great software documentation and the README.md file on GitHub for each project.
    - Implemented the DRY principles and debugged and solve critical issues that arose during deployment times.
    - Created a full-stack .NET Core API for an Angular client web application I created separately with Typescript. Both were deployed on Azure website and managed with GitHub Actions CI/CD.
    - Integrated the JWT authentication system with stripe card payment system for user authentication and authorization and with a secured cash payment processes for integrity.
    - Integrated Stripe bank card payment system into a .NET/Angular Core. Successive payments or failed payment intents were added, tested, and recorded on a registered stripe website using stripe webhook.
    - Created a full stack React web application and Spring boot web API, saving images files on AWS S3 bucket.
* **Software Developer –** *Jan 11, 2021 – Jan 11, 2022*

**University of Glasgow, Glasgow**

* + - Built an android Application with Android Studio using Java and maintained good relationships between recycler views and adaptor classes were prioritized in an MVVC architectural design.
    - Different algorithms and data structures; ER, Flowcharts, ER, class diagrams were utilized for prior designs to create a robust software preview and plans before actualizations.
    - Used Agile methodology by using 4 iteration plans to discuss Achievements, corrections, and future.
    - Played the role of a Scrum Master in a team of 4 student developers in a game development project, University of Glasgow. There was brainstorming, designs of class diagrams, assignment of classes to each based on strength after several meetings with members and tests. Worked on different GitHub branches, and final merged them to the main branch. Facing errors in each members assignments, I successively debugged, troubleshoot, and fixed them.
    - Implemented the class ‘Player Turn’, which was able to switch between turns of human player and AI player when an ‘End Turn’ button was clicked on the screen to gain ‘mena’ and ‘Card’ class that displayed 5 cards from a deck of cards on the screen and summoned avatars or an attack when a card is clicked. Human Evaluation of the project yielded 91% passes to tested scopes and properties.
    - Completed each software life cycle in stages via, analysis, review of literature, implementation and design, testing, and evaluation.
    - Saved and updated codes on GitHub. Used branches and pull requests to audit code and merge working in a group.
* Java Developer -11/2017 - 04/2021

Lumos Nigeria | Nigeria

* Implemented unit testing to ensure code quality and stability on Solar Panel System (Indoor units) devices.
* Experienced in developing software components using core Java, OOPS concepts, JDBC, and Servlets added to SPS hardware systems.
* Optimized existing SQL queries to improve application performance storing motherboard information.
* Involved in debugging, troubleshooting, and resolving production issues related to Java applications on embedded systems.
* Taught Java courses to junior programmers, improving their skills from beginner to advanced level.

**ONAH GODWIN**

***MSc Software Development, University of Glasgow, Glasgow,***

***United Kingdom***

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**EDUCATION**

* **MSc Software Development**

University of Glasgow, Scotland, United Kingdom, 2021-2022

* Classic Computer Training Institution

Java Developer: Advance Java and SQL Programming

**SKILLS**

React, Node.js, Express.js, ASP.NET Core, Angular, JavaScript, Java, Android Development, Docker, Spring Boot, Python, Django, GitHub, GitHub Actions, CI/CD, Azure, Azure DevOps, AWS, Jenkins, HTML, CSS, XML, Bootstrap, JSON, SQL, MongoDB, Computer Networking, ERP.

**TRAINING AND BOOTCAMPS**

* **Course: The Complete Web Developer in 2022; zero to Master -** Udemy.com
* **Course: Learn to build an e-commerce website using .NET and Angular -** Udemy.com
* **Courses: Java Essentials, Spring Boot | React | AWS -** Amigoscode.com
* **Azure DevOps, Docker, GitHub CI/CD , Jenkins -** youtube.com

**PERSONAL PROJECTS**

* Godwin Portfolio (React, NodeJS, Knex, PostgreSQL, Azure, Heroku)| [View](https://godwinportfolio.azurewebsites.net/)
* DOTNET E-Commerce Application (.NET Core, Angular, SQL, Azure, Redis, Docker, CI/CD)| [View](https://blessingstoreapp.azurewebsites.net/)
* Digital Restaurant Android application (Java, Android studio)
* React Application (React, Spring Boot, Docker)
* Django Web Development Project (Django, docker, SQL)

**ACHIEVEMENTS**

* MSc Software Development, University of Glasgow, Glasgow
* Scrum Master, MSc IT Master Teams Project (Game development), 2021
* Increased troubleshooted solar panel systems by 40% working with Lumos Nigeria
* Won a PTDF Scholarship award to the UK, 2019/2020
* Best Graduating Student, Anglican secondary school, Makurdi, 2008
* Graduated with a first-class in Electrical and Electronics Eng. Federal University of Agriculture, Makurdi

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**LinkedIn:** [**View**](https://www.linkedin.com/in/godwin-onah)

**Website:** [View](https://godwinportfolio.azurewebsites.net/)

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