Henry Kofi Adarkwa, MSC

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Professional Summary

Computer science masters graduate with experience with multiple programming languages including Python and Java. Confidant with AWS and GCP with extensive knowledge of continuous integration pipeline and containers.

Education

University of Sussex:
MComp Computer Science

Certifications:
[GCP Cloud Digital Leader Certification](#)
[AWS Certified Cloud Practitioner](#)

Skills

- Java, Python, C++, TypeScript, SQL, Markdown
- Docker, GCP, AWS, Vagrant, Kubernetes, ZFS, Virtual Box
- Linux, Windows, MacOS, Terminal/bash
- Git, Trello, Obsidian, 365 Suite, G-Suite
- Strong verbal/written skills, Interpersonal skills

Professional Experience

- Capgemini – Software Engineer – 2023 - Present
    - Worked with a large UK retailer to help develop bespoke mobile applications using Xamarin cross-platform development.
    - Worked closely with key stakeholders and members across various teams to ensure smooth rollout of applications into stores.
    - Helped improve teams way of working with the introduction of Git best practices allowing for development to continue when key team members are away.
    - Created automated backend scripts to manage the flow of data from a GCP instance to a client side production server speeding up throughput by 50% over existing systems.
    - Produced presentations on soft skills, AI running locally & in the cloud and Hackathons to help further my colleges personal development.
- Microsoft – Mentee – 2022 – 2023
    - Microsoft has helped to bolster my networking and communication skills with the help of a mentor from the company.
    - Obtained a glimpse into Microsoft's support structures and how a large business operates.
    - Undergoing Microsoft learning for: Azure Fundamentals, Azure Data Fundamentals, Azure AI fundamentals, Security fundamentals and Power Platform fundamentals
- Packet Storm Limited – Junior Intern Developer – 2018-2020

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- o Worked with the lead developer to support the development of various projects and improve the speed at which they were tested by introducing automation.
- o Built and set up a local ZFS server with an email alert system if any errors occur.
- o Created and packaged up virtual machines for the lead developer to use as a disposable environment without needing to wait for software to reinstall.
- o Created documentation for projects and detailed user guides for clients.

Projects

- Web game - [AWS | HTML | VueJS | Django | Python | SQL]
  - o Used GitHub projects board to delegate work within a group.
  - o Django managed backend and database with GraphQL for communication to the front end
  - o Used AWS to host microservices for the game.
  - o Create CI workflow to test and push builds from GitHub.
- Modified Game Controllers[Soldering | E-commerce]
  - o Repaired broken controllers by desoldering faulty parts and replacing them.
  - o Managed and online store for taking custom orders and tracking progress.
- Volunteering App [React Expo| Firebase]
  - o Uses firebase for its realtime database and maps integration to show user content.
  - o Firebase is also used for user authentication, and remote configuration data
  - o React expo for cross platform mobile app front end.
- Motivational App [Android | iOS |AWS | GitHub Actions]
  - o Created a Github actions CI pipeline to automatically update production code
  - o Uses AWS Lambda for off device processing on user data
  - o Uses AI to analyze trends and feedback to the users
- AI Product detector [GCP | AI]
  - o Used google vertex to train a custom model for demo store products.
  - o The AI was able to correctly identify the unique items live with the use of a smartphone camera.

Hobbies/Interests

I currently participate in hackathons to keep my skill sharp and repair broken technology and volunteer in my spare time. I am also heavily involved in sports, I lead and play for a small team in a yearly basketball tournament. I am in a team that also attempts to complete at least one LeetCode question a day.