

Idam E. Obiahu

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EDUCATION

University of Houston, Houston, Texas. **Aug 2013 – May 2017**
Expected Degree: BSc. Computer Engineering | Expected Graduation: May 2017 | GPA: 3.4/4.00 | Major GPA: 3.6/4.00

WORK EXPERIENCE

Cummins Inc. – Strategy & Planning Technology **Columbus, IN**
Software Developer/Business Technology Analyst Intern **Jun 2015 – Aug 2015**

- Integrated knowledge of data structures, using both Java and Excel VBA Macros, to provide an automated summary of 27+ unique documents, weekly
- Converted the existing Strategy Configuration Support tool from static to dynamic, as a result, streamlining business intelligence and decision-making processes
- Gathered requirements and ensured that technical functional specifications covered all business needs of stakeholders

M.D. Anderson Library Learning Commons – Systems & Software **Houston, TX**
Technical Support Assistant **Aug 2014 – Present**

- Provide technical support and offer basic troubleshooting for Windows, OS X and Linux to patrons who utilize the 100+ computers in the Learning Commons

PROJECT WORK

ClickTweet (Google Chrome Extension) **Languages: JavaScript, HTML and CSS**

- Enhanced Twitter's user experience (UX) by providing an interface for users to tweet links, images, and highlighted text by simply right clicking the content to be tweeted, without having to open the Twitter webpage
- The extension passes the selected content, via Twitter's API, to a panel window for final editing and/or confirmation
- Enabled efficient transmission by encoding URIs, as well as ensured user info is always secure using Twitter' OAuth

Atari Inc.'s Breakout **Languages: C/C++**

- Developed a C-style GUI version of the classic arcade game, Breakout (a game where a ball bounces off a paddle to clear all the bricks at the top 1/3 of the screen), using Stanford's Portable Library.
- Implemented event-handling algorithms to manage collisions, update scoreboard, and vary ball's angle of deflection.
- "Look mom, no hands!" mode: Utilized data synchronization to ensure the paddle never misses the ball.

Shpotify (Open-Source Project) **Languages: Bash and AppleScript (UNIX/LINUX)**

- Integrated Bash and AppleScript to develop a command-line interface to play songs, on Spotify, via the terminal
- Implemented song-searching, using regular expressions, through Spotify's Metadata API for accurate results
- Handled errors by using AppleScript to track the Spotify audio player's state and detect unorthodox behavior

LEADERSHIP EXPERIENCE

Intern Peer Mentor **Jun 2015 - Aug 2015**
CodeRED Hackathon Team Leader **Apr 2015**

SKILLS

Software: Java, C/C++, Bash, Android Development, JavaScript, HTML, CSS, AppleScript.

RELEVANT COURSEWORK

Computers and Problem Solving, Intro to Comp. Sci. I & II, Circuits Analysis, Data Structures, Programming Applications in ECE, Digital Logic Design