

# 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

### Alang (Smart Watch app)

Languages: C and JavaScript

- Developed a speech tracking Pebble™ app which detects grammatical errors and provides corrective feedback.
- Utilized Pebble™'s Dictation API for speech-to-text translation, written entirely in C, which passes translated text to a separate JavaScript file.
- Forwarded user input, via JavaScript, to a grammar-checker which then returns a grammatically correct version of the original text.

### 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

### Atari Inc.'s Breakout

Languages: 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

### ClickTweet (Google Chrome Extension)

Languages: JavaScript, HTML and CSS

- Enhanced Twitter's 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.

## ACHEIVEMENTS & AWARDS

"Most Innovative/Best wearable app", *HackingEDU Hackathon*

Oct 2015

Intern Peer Mentor, *Cummins Inc.*

Jun 2015 – Aug 2015

Hamil Library Scholars Award, *University of Houston*

Apr 2015

## SKILLS

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

APIs: Google Dev, Facebook JS SDK, Twitter Fabric, Spotify AppleScript & Metadata API, Pebble Dictation API, Stanford Portable Library,

Operating Systems: Windows, Linux, OS X.

## RELEVANT COURSEWORK

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