JOSEPH INUMO JR.

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EDUCATION

Expected 05/2025 **Bachelor of Science in Computer Science**

Brooklyn College, City University of New York (CUNY)

SKILLS

Languages: Java, HTML/CSS, JavaScript, C++, Python

Technologies: React, Axios, MongoDB

Work History

06/2024 to 8/2024 Software Engineer Intern

Oppizi USA

- Worked in Agile sprints, using Jira to track progress, manage tasks and ensured the timely delivery of features
- Contributed to the development and maintenance of a large-scale React platform serving multiple clients Improved platform scalability and user experience through localization in over 1200+ files
- Collaborated closely with the backend team, working with a GraphQL database

09/2023 to 5/2024 Cuny Tech Prep Fellow

Remote

- Collaborated in teams of various sizes to create 3 React-applications using an Agile style development cycle
- Learned various strategies and demand technologies and frameworks like Git, Bootstrap, React, Mongodb, SOL
- Participated in Hackathon to display our skills to fellows

06/2023 to 08/2023 Intern

Organization for the Development of Health (ORGDH)

- Enhanced the organization's visibility and outreach efforts, and advancing the organization's mission of serving 100+ people in the Queens Village community each week
- Orchestrated the planning and execution of organizational events, leveraging strategic planning and logistical coordination of events like Job Fairs to ensure successful outcomes
- Updated and maintained the organization's website on the Wix platform, ensuring that content remained current, engaging, and aligned with organizational objectives and branding guidelines

03/2022 to 10/2022 City Operations Manager Intern

Oppizi USA

- Handled scheduling, interdepartmental communication, oversight of 150+ active brand ambassadors and management
- Managed inventory of 100+ materials and products through the company's platform to facilitate technology-powered offline marketing
- Analyzed distribution data with Excel/Google Spreadsheet of over 200+ locations in NYC to determine the team's workload distribution.

PROJECTS

DND.AI https://github.com/Spring-2024-CTP-Project/SPRING-2024

- Collaborated in a team of 5 to develop a React-App that generates DND character backstories and images based on User inputs
- Fine-tuned OpenAI's ChatGPT-4 and DALL-E 3 models, enhancing output quality and relevance.
- Completed the project within a 3-month period, delivering it to an audience of 50+ fellows, receiving positive feedback and achieving a user satisfaction rate of 95%.

Infuencify https://github.com/Inumo-Joseph/Fall-Project-2023---Infuencify

- Collaborated in a team of three through GitHub to develop a multi-page video sharing application that enables content creators to connect with each other.
- Utilized React.js to develop the frontend of the application, facilitating user interaction across multiple pages and Firebase as the backend infrastructure and for user auth
- Deployed the application using Firebase services, making it accessible to users in a live environment within the given development period