Jefferson Mubarak Adjetey

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EDUCATION

Dartmouth College **Hanover, NH**
Bachelor of Arts, Computer Science *Expected June 2024*

Relevant Coursework: Data Structures & Algorithms, Software Design and Implementation, Object-Oriented Programming, Machine Learning, Cryptography, UI/UX Design, Human-Computer Interaction, Foundations of Applied Computer Science, Discrete Mathematics

Awards: Dartmouth TuckLab Scholar, Dartmouth Undergraduate Research Scholar
Involvements: National Society of Black Engineers, Dartmouth African Students Association

TECHNICAL SKILLS

Programming: Python, Java, HTML, CSS, JavaScript, C, TypeScript, Bash
Experience with: React/React Native, Angular, Spring Boot, Git, UI/UX design, Django, Make, Arduino

TECHNICAL EXPERIENCE

Citigroup, Software Engineer Intern **June 2023 – Present**

- Developing a cloud insights file viewer tool using Angular to enable developers to view, edit, and compare helm chart files, enhancing the application deployment process.
- Employing Java Springboot to develop the backend microservices of Citi's partnership feature, creating an all-digital merchant onboarding experience.
- Debugging existing software and rectifying defects to improve code performance and structure.

HackNG (Startup), Software Engineer & UI/UX Designer **July 2022 – Present**

- Designing and developing a cross-platform solution that leverages innovative technologies to deliver a comprehensive learning management system tailored to the specific needs of Nigerian students and educators.
- Using Figma to design user-friendly interfaces, conducting user studies and data analysis, and implementing React for the front end along with Django for the backend, while employing Git for version control.

Dartmouth College, Teaching Assistant, Introduction to Engineering: ENGS 21 **March 2023 – May 2023**

- Provided technical support and helped reinforce concepts to students, facilitating the completion of their final project.
- Held weekly meetings to discuss course content and assisted in grading assignments.

Thayer School of Engineering at Dartmouth, Undergraduate Research Assistant **January 2022 – June 2022**

- Collaborated with a research team to develop complex systems that employ game mechanics, AI algorithms (Python), physical user interfaces, and social dynamics to foster immersive and impactful learning experiences for children while tracking and quantifying their developmental progress.
- Led 20 user studies, ran 10 interviews, and performed qualitative data analytics on Figma prototypes of the developed systems.

PROGRAMMING PROJECTS

- **Search Engine** (C, Bash): Implemented a tiny search engine, which includes a Crawler, Indexer, and Querier, for internal websites of the Dartmouth Computer Science Department.
- **drinkWatch** (C, Arduino): Implemented the software stack of a wearable breathalyzer capable of alerting users when their Blood Alcohol Content (BAC) exceeded the legal limit.
- **Collaborative Graphical Editor** (Java): Engineered a real-time collaborative graphical editing program that facilitated concurrent drawing, editing, and viewing of a shared graphical window over a local network.
- **NLP Part-of-Speech Tagger** (Java): Engineered Hidden Markov Models to predict the part of speech of words in sentences.
- **Rendezvous** (React Native): Collaborated with three other students to design and develop the front end of a date planning app. The project won the best design and implementation award in a class of 14 groups.
- **Campus Pathfinder** (Python): Implemented a program using BFS and Dijkstra's algorithm to find the shortest path between two locations on the Dartmouth campus.

LANGUAGES

English, Ga (Native), Akan (Fluent)