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 (Python & C), Software Design and Implementation (Shell & C), Object-Oriented Programming (Java), Machine Learning, Cryptography (C), UI/UX Design(Figma), Human-Computer Interaction (React Native), 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, Make, Arduino.

RELEVANT EXPERIENCE

Citigroup, Software Engineer Intern   June 2023 – August 2023
- Designed and developed a cloud insights file viewer tool using Angular to enhance the application deployment process for developers by providing a user-friendly interface for viewing, editing, and comparing helm chart files.
- Employed Java Springboot to develop the backend microservices of Citi's partnership feature, creating an all-digital merchant onboarding experience.
- Debugged existing software and rectified defects to improve code performance and structure.

HackNG (Startup), Software Engineer & UI/UX Designer   July 2022 – Present
- Designed and developed a cross-platform solution that leverages innovative technologies to deliver a comprehensive learning management system tailored to the specific requirements of Nigerian students and educators.
- Used Figma to design 10 user-friendly interfaces, conducted user studies and data analysis, and implemented React for the frontend along with Django for the backend, while employing Git for version control.

Thayer School of Engineering at Dartmouth, Undergraduate Research Assistant   January 2022 – June 2022
- Collaborated with a team of 3 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.

Dartmouth College, Teaching Assistant, Introduction to Engineering: ENGS 21   March 2023 – May 2023
- Provided software support (C programming language) to students to facilitate the completion of their final project.
- Held weekly meetings to review course material and assisted Professor with grading.

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.

PERSONAL

Language: English, Ga (Native), Twi (Fluent)