

Jefferson Mubarak Adjetey

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EDUCATION

Dartmouth College

Major in Computer Science | GPA: 3.24/4.0

Hanover, NH

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 I & II (Figma), Human-Computer Interaction (React Native), Foundations of Applied Computer Science, Discrete Mathematics, Human-Computer Interaction.

Awards: Dartmouth TuckLab Scholar, Dartmouth UGAR scholar

Involvements: National Society of Black Engineers, Dartmouth African Students Association.

WORK EXPERIENCE

Software Engineering Intern

Citi

Irving, TX

June 2023 – Present

- Working on the Citi Retail Services partnership domain which enables Citi to partner with Merchants (Retail Businesses) by giving them financial solutions products (CitiPay) to offer to their customers.
- My focus is to design and develop the front end of the partnership feature, leveraging **Angular** and **TypeScript**, to create an all-digital Merchant onboarding experience. This will allow merchants to easily submit their enrollment application and receive a real-time decision in a seamless and efficient manner.

Teaching Assistant

Dartmouth College

Hanover, NH

March 2023 – May 2023

- Provided software support (C programming language) to ENGS 21(Introduction to Engineering) students to facilitate the completion of their final project.

Software Engineer & UI/UX Designer

HackNG (Startup)

Hanover, NH

July 2022 – Present

- Developing Lena, a cross-platform solution encompassing web and mobile applications that leverages innovative technologies to deliver a comprehensive learning management system tailored to the specific requirements of Nigerian students and educators.
- I use Figma to design 10 user-friendly interfaces, conduct user studies and data analysis, and employ Java for mobile application development, Django for web application development, and Git for version control.

Software Engineer & UI/UX Designer

Thayer School of Engineering at Dartmouth

Hanover, NH

January 2022 – June 2022

- Collaborated with a team to design (Figma UI/UX) and 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.

SKILLS

Technical: Python, Java, C Language, JavaScript, ReactJS, React Native, Angular, TypeScript, HTML, CSS, Figma.

Soft Skills: Communication, Collaboration, Adaptability, Problem-Solving, Time Management.

Languages: English, Ghanaian Language - Ga (Native), Ghanaian Language - Twi.

PROGRAMMING PROJECTS

- Rendezvous:** Collaborated with three other students to design and develop the front end of a date planning app.
- drinkWatch:** I collaborated with three fellow students to design a wearable breathalyzer capable of alerting users when their Blood Alcohol Content (BAC) exceeded the legal limit.
- Search Engine:** I implemented a tiny search engine, which includes a crawler, indexer, and querier, as a project as part of my Software Development Course Work.
- Campus Pathfinder:** A program using BFS and Dijkstra's algorithm to find the shortest path between two locations.
- Collaborative Graphical Editor:** I engineered a real-time collaborative graphical editing program in Java that facilitated concurrent drawing, editing, and viewing of a shared graphical window over a local network.
- Personal Digital Assistant:** Engineered part of the speech understanding problem a digital assistant must handle.