Jiro Kakpovbia

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EDUCATION

University of Waterloo

Waterloo, ON

Expected Aug 2027

Bachelor of Computer Science, BCS

- Awards: Varsity Football Athletic Scholarship, President's Scholarship of Distinction, President's Athlete Academic Honour Roll Distinction, CJ Moore Memorial Award, Jacob Wehrle Memorial Scholarship.
- Relevant Courses: Elementary Algorithm Design and Data Abstraction, Tools and Techniques for Software Development, Object-Oriented Software Development, Data Structures and Data Management.

TECHNICAL SKILLS

Languages: Python, C, C++, C#, Java, JavaScript, TypeScript, PHP, HTML, CSS, SQL, GraphQL, BASIC, Racket. Developer Tools: Git, Docker, MySQL, Unity, cron, cURL, CI/CD, SSH, Linux, Bash, Terminal, Vim, VS Code. Frameworks and Libraries: Node.js, Express.js, Processing.js, React, Tailwind CSS, .NET, TensorFlow, AOS.

EXPERIENCE

Back-End Software Engineer

Sep 2024 – Dec 2024

 $University\ of\ Waterloo's\ Print\ +\ Retail\ Solutions$

Waterloo, ON

- Developed a Middleware application to streamline data exports to online store using Shopify's **GraphQL Admin API** and **Docker**, eliminating manual data entries and achieving a **36x reduction** in processing time.
- Created and optimized **UniVerse BASIC** and **Bash** scripts for product data exports, supporting the migration of Print + Retail Solutions' online e-commerce platform from **Magento** to **Shopify**.
- Configured, troubleshot, and tested 10+ Linux systems, registers, and network setups for synchronized operations, supporting live retail events and increasing system uptime by 15%.

Full-Stack Web Developer

Jan 2024 – Apr 2024

University of Waterloo's Print + Retail Solutions

Waterloo, ON

- Refactored product data export workflows, achieving a 25% increase in export speed using UniVerse BASIC and Bash, while enhancing data accuracy.
- Enhanced back-end reliability by 30% through independently debugging, writing, and modifying 15+ UniVerse BASIC and SQL scripts for inventory and e-commerce integration.
- Improved user experience for 1300+ faculty members by redesigning forms with HTML, CSS, JavaScript, PHP, and SQL, simplifying submission workflows and reducing errors.

PROJECTS

VRToShopify | UniVerse BASIC, Node.js, JavaScript, Bash, Docker, MySQL

 $Sep\ 2024-Dec\ 2024$

- Produced Node.js and Docker-based Middleware application, creating MySQL schema definitions and optimizing GraphQL API interactions to reduce bulk import duration from 3 hours to 5 minutes.
- Employed robust error-checking to ensure data accuracy, removing 200+ invalid products from exports.
- Conducted **knowledge transfer** session with my supervisor and coworkers, explaining the **design architecture** and **key workflows** of the application to reduce onboarding time for future co-op students.
- Initiated a comprehensive overhaul of data export methods by designing and implementing UniVerse BASIC and Bash scripts, converting Magento-specific attributes to Shopify-compatible formats.

Chess Engine $\mid C++, Object$ -Oriented Programming

Jul 2024 – Sep 2024

- Spearheaded development of a fully functional **Chess Engine**, employing **UML** design models and implementing **20+ class hierarchies** using the **Model-View-Controller** architecture pattern.
- Designed and implemented **3 AI scripts** for 3 levels of match difficulty, enhancing the complexity of gameplay.
- Independently implemented 20+ additional functionalities after the assignment deadline, improving engine efficiency by 16%, enhancing user experience, and improving the realism of simulated chess play.

iPauler: The Jake Paul AI Simulator | Python, TensorFlow

Oct 2022 - Dec 2022

- Designed a home assistant AI using Python and TensorFlow, replicating Jake Paul's personality.
- Utilized **advanced AI** and **machine learning techniques** to replicate Jake Paul's voice, implementing a text-to-speech system supporting **15+ distinct commands**.
- Deployed a Raspberry Pi 3b to control an LCD and LED system, enhancing the user interface by providing real-time command execution feedback.