

OMOOHWO OHWODUADJEKE

Software Engineer

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PROFILE

Omoohwo is a Software Engineer with four years of programming experience specialized in building complex web applications with proficient REST API using React and NodeJS. Having acquired vast knowledge in programming languages such as Python and Java, I approach programming with curiosity and a dedication to lifelong learning.

SKILLS

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|---------|--------------|--------------|----------|
| • React | • Node.js | • MySQL | • Python |
| • Java | • JavaScript | • Express.js | • Kotlin |

PROJECTS

Bookings Application [🔗](#)

- Created a Places To Stay application which allows users to book holiday accommodations whilst away, such as hotels and Airbnb.
- Designed the application using the React framework utilising the SQLite database for the accommodation booking and a Leaflet Map is used to display every available accommodation on a map.
- Developed a session-based login system that uses middleware and session variable to remember the currently logged-in user.

Java Web Application [🔗](#)

- The backend, implemented in Java, handled database interactions, while JSP pages facilitated dynamic content rendering on the frontend.
- Key functionalities included adding POIs, viewing comments, and user authentication.
- The development process comprised designing database schemas, implementing Java DAO classes, creating JSP pages for user interaction, and ensuring seamless integration between the Java backend and JSP frontend.

Python Game [🔗](#)

- Developed a Space Invaders game using Python and the Pygame library. Structured the game logic, graphics, and sound effects, resulting in an engaging and interactive gaming experience.
- Implemented object-oriented programming (OOP) principles to organize and structure the game code effectively.
- Designed the game physics and mechanics, including sprite movement, projectiles, and enemy behavior.
- This project provided hands-on experience in game development and further strengthened my programming skills, offering practical knowledge and insight into the application of Python and Pygame for creating interactive games.

EDUCATION

Software Engineering

Solent University

Southampton, England

Electrical Electronics Engineering

Delta State University of Science and Technology

Ozoro, Nigeria

Secondary Level Education

Kingston Secondary School

Lagos, Nigeria