

# John O'Akuwanu

## Profile

I am a highly driven individual with strong technical skills and a good attitude to work. I have demonstrated strong communication and leadership skills in various academic, professional and extracurricular activities. Working towards an impactful career in software engineering and financial modelling. Looking for opportunities to demonstrate leadership and management in related fields.

I have a demonstrated history of working in the computer games industry – proving me to be able to effectively and efficiently solve bugs, work in a high-pressured environment with various deadlines and being able collaborate and work well as a team. Exposed me to different software such as Perforce, Visual Assist, Helix ALM, Trello and Microsoft Teams.

## Education and Qualifications

### University of York, York

September 2017 –  
August 2021

Computer Science (with a year in industry)

Predicted 2:1 (Second First Honours)

### Sutton Grammar School for Boys, London

September 2015 –  
August 2017

A-Levels: Mathematics, Computer Science and Biology

CIE's Pre-University: Economics and Global Perspectives

### Thomas More Roman Catholic School, London

September 2010 –  
August 2015

GCSEs: 12 Subjects including Computer Science and Mathematics

## Work Experience

### SEGA (Sports Interactive), London, Junior Software Engineer

2019 – Present

### University of York's Hip Hop Society, York, Founder, Director of Technology and Events Coordinator

2018 – 2019

### University of York's Investment and Finance Society, York, Director of Technology

2018 – 2019

### Perception, Chancery House (London Silver Vaults), London, Receptionist

Summer 2018

### Cloverleaf Christian Centre, Newcastle, Receptionist / Administrative Officer

Summer 2015/2016

## Technical Skills

Python, C#, C, C++, XML, Rust, Java, R, Laravel, and SQL

## Achievements/Extra Qualifications

**University of York:** Google HashCode, BAE Capture the Flag, ARM Challenge, Bloomberg CodeCon

**Sutton Grammar:** Bank of England's Target 2.0 Challenge,

## Projects

**Football\_Manager\_C (Public Code)** – A Regional Football Manager Game

**FAACES (Proprietary Code)** – A multithreaded financial forecasting program

**EMPR (Public Code)** – An Audio Playback System using CMSIS Libraries and ARM Microcontroller