

# Kelechi Nwosu

**Portfolio:** [kelnwosu.github.io](https://kelnwosu.github.io)

587-700-8693 | [kjpn00@gmail.com](mailto:kjpn00@gmail.com) | [www.linkedin.com/in/kknwosu/](https://www.linkedin.com/in/kknwosu/) | [github.com/KelNwosu](https://github.com/KelNwosu)

## TECHNICAL SKILLS

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**Languages:** JavaScript, HTML/CSS

**Frameworks/Databases:** React.js, Node.js, Express.js, Bootstrap, MongoDB

**Developer Tools:** Git, VS Code

## PROJECTS

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**Motherland Travel** | *HTML5, CSS, Bootstrap* | <https://bit.ly/nwotravel> May 2022 – May 2022

- Developed a demo of a front-end responsive landing page using HTML5/CSS and Bootstrap
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

**Simple Paintball** | *Spigot API, Java, Maven, TravisCI, Git* May 2018 – May 2020

- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

## EXPERIENCE

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**Student Caller** November 2019 – May 2022

*University of Toronto*

*Toronto, ON*

- Contacted over 5000 alumni to build rapport, update demographic information, and acquire gifts to various annual funds
- Raised over \$20,000 in total gifts and pledges for numerous departments and faculties of the university
- Worked with other callers in a team-oriented environment to increase the pledge rate of alumni by 25%

**Information Technology Support Specialist** Sep. 2018 – Present

*Southwestern University*

*Georgetown, TX*

- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

**Artificial Intelligence Research Assistant** May 2019 – July 2019

*Southwestern University*

*Georgetown, TX*

- Explored methods to generate video game dungeons based off of *The Legend of Zelda*
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

## EDUCATION

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**University of Toronto**

Toronto, ON

*Honours Bachelor of Science in Fundamental Genetics and Cell and Molecular Biology*

*Sep. 2018 – June 2022*