AGYEMAN KELVIN OPPONG

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# PROFILE

# A highly motivated and curious second-year Computer Science student with a growing interest in software engineering and a passion for creating practical, user-centered digital solutions. I am actively developing skills in frontend and backend development, version control, and database management through academic work and personal learning. Recognized for being a quick learner, strong communicator, and team player, I am eager to gain real-world experience and contribute to innovative development teams.

# EDUCATION

**BSc. Computer Science Expected September 2027**

Kwame Nkrumah University of Science and Technology (KNUST), Kumasi, Ghana

**W.A.S.S.C.E (General Science) March 2021 – September 2023**

# Mfantsipim School, Cape Coast, Ghana

# ACHIEVEMENTS/AWARDS

|  |  |  |
| --- | --- | --- |
| Best B.E.C.E Student – Effia Kwesimintsim Municipal Assembly, Takoradi | 29th March, 2022 | Queen of Peace Academy |
| National Sharks Quiz Competition Contestant | 1st April, 2023 | Mfantsipim School |
| Best Physics Student | 14th November, 2023 | Mfantsipim School |

# PROJECTS/RESEARCH EXPERIENCE

# Venmo App Clone (Ongoing)

# Building a mobile peer-to-peer payment app inspired by Venmo. The project aims to replicate core functionalities such as sending and receiving money, user profiles and real-time UI updates.

# PROFESSIONAL TRAINING/ CERTIFICATION

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| --- | --- | --- |
| Introduction to Software Engineering | 11th November, 2024 | Coursera / IBM Link: <https://coursera.org/verify/P53GWSWL94B0> |
| Python for Data Science, AI  and Development | 19th November, 2024 | Coursera / IBM Link: https://coursera.org/verify/CGFKYYZYMIO6 |

Introduction to Git and GitHub 21st November, 2024 Coursera / Google

Link:https://coursera.org/verfiy/E7JE3MONUYF7

# VOLUNTARY/EXTRA-CURRICULAR ACTIVITY

* **Church Organizing Team Member –** Assisted in planning and executing church programs and services; supported the technical setup for events, including sound, projection, and coordination with other departments.

# SKILLS AND ABILITIES

# Intermediate - Python

# Beginner - Frontend development with HTML, CSS, and JavaScript GitHub repo:

# Beginner - UI/UX Design with Figma, Version Control with Git, Database management with SQL, Mobile app development with React Native

# Proficient in the use of computer software such as Microsoft Office Suite.

# Strong technical, research, and problem-solving skills