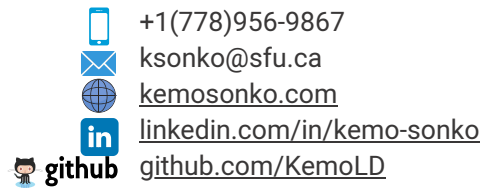


# Nyarika Kemo Sonko

MCH-3209-A, 8888 University Drive, SFU,  
Burnaby, B.C, V5A 1S6



## ABOUT ME

- Accustomed to being in a **competitive atmosphere** and **working hard** to achieve goals, from being a **student-athlete** on Simon Fraser University's men's basketball team(NCAA DII) with 25+ weekly hours, and having great **time management** skills
- Demonstrated **written and verbal communication skills**, as well as **critical thinking** from a background in social sciences and debating
- **Adaptable** to different situations and comfortable with people from different walks of life, from living in 5 countries and being exposed to multiple cultures

## PROGRAMMING LANGUAGES/ FRAMEWORKS

- |            |                         |
|------------|-------------------------|
| • Java     | • C/C++                 |
| • HTML/CSS | • React.js/Node.js      |
| • Android  | • TypeScript/JavaScript |
| • Python   | • SQLite/MySQL          |
| • PHP      | • Figma                 |
| • Pytest   | • JUnit5 Testing        |
| • Scrum    | • Agile development     |
| • JIRA/Git | • Selenium              |

## EXPERIENCE

**QA developer intern** May 2022-Present  
*Later*

- Designed, developed, and executed test cases in an agile setting through the software development cycle
- Wrote end-to-end UI automated tests and REST tests
- Identified problem areas and reported bugs to the development team
- Performed manual testing and data validation

**Software Project Manager & Web developer**  
SFU Robot Soccer Club March 2022-Present

- Designed and developed workflow protocols and practices for the software team, with written documentation
- Provided DevOps improvements to the GitLab repository to improve work efficiency and display of information
- Contributed to building the club a brand new website, as well as improving and maintaining it

**Product Manager Intern** May-September 2021  
*Wenso Ltd*

- Performed market research and worked with a development team to help determine features specifications
- Attended weekly meetings with the client and took notes of suggestions and issues, before discussing them with the development team
- Performed quality inspection and testing, and made sure that requirements were met by deadlines

## FEATURED PROJECTS

[kemosonko.com](https://kemosonko.com)

**Portfolio Website| Web(React, Next.js)** 2022

- Built my own personal website to showcase my projects and skills

**Restaurant Website| Web(PHP, MySQL)** 2022

- Developed and deployed a functional restaurant ordering website
- Added an admin interface connected to a MySQL database that allows C.R.U.D operations on food items and categories displayed, as well as order status
- Incorporates access control and password encryption to ensure security

**COVID-19 TRACKER | Web(React, JavaScript)** 2021

- Developed and deployed a real-time COVID-19 tracker
- Retrieved data from the disease.sh API and sorted it based on settings
- Utilized Chart.js library to display Linegraphs and a map of the cases, recoveries, and deaths

**Zoom in | Web(React, JavaScript)** 2021

- *Designed, developed, and deployed an Image sharing and downloading website similar to Pinterest, utilizing Sanity IO*
- *Implemented secure login through Google Auth*

**GitLab Analyzer | Web(React, SpringBoot & Java)** 2021

- Designed, developed, and deployed a complex analytics tool that measures individual Gitlab project contributions, as part of a group of 7 members
- Applied the SCRUM agile framework, with 2 weekly standups and weekly sprint reviews
- Created a PostgreSQL database that stores users project information, to reduce loading time and API calls
- Implemented graphs and charts of all relevant user data
- Configured SSO sign-in through SFU's web server

**Parenting Pro| Android(Java)** 2020

- Designed, developed, and launched an android parenting app that facilitates child management tasks for parents, as part of a group of 4 member

**Zombie Sweeper| Android(Java)** 2020

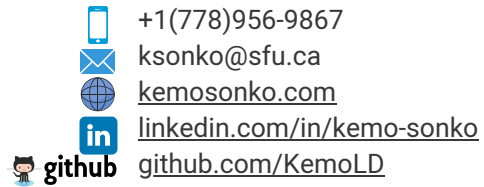
- Designed, developed, and launched an android Mine Seeker, with a customized board size and number of zombies(mines)

## LANGUAGES

- English: Native Language
- French: Native Proficiency
- Arabic: Basic communication skills, competent reading and writing
- Spanish: Basic communication skills, competent reading and writing

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## LEADERSHIP POSITIONS

<b>Volunteering</b>	2011-Present
<i>Heeno International</i>	
<ul style="list-style-type: none"><li>Organized meals, medical provisions, fundraisers, and donations throughout 5 projects in Ivory Coast, Sierra Leone, Gambia, Mauritania, Guinea, Morocco, and Ghana, and helped 500+ people</li></ul>	
<b>Hackathons</b>	2021-Present
<i>Simon Fraser University</i>	
<ul style="list-style-type: none"><li>Participated in "Fall Hacks" and "Storm Hacks", organized by university clubs</li></ul>	
<b>Debating</b>	2016-2018
<ul style="list-style-type: none"><li>Competed in 4 Model United Nations, throughout Dubai and Doha</li></ul>	

## ATHLETICS

<b>Varsity Men's Basketball</b>	2019-Present
<i>Simon Fraser University</i>	
<b>Varsity Men's Basketball</b>	2018-2019
<i>Rochester Institute of Technology</i>	
<b>Varsity Men's Basketball Captain</b>	2016-2018
<i>Lycee Francais Georges Pompidou</i>	

## EDUCATION

<b>Simon Fraser University</b>	2019-2023(Expected)
B.Sc. Computing Science	
<b>Rochester Institute of Technology</b>	2018-2019
B.Sc. Computing Security	
<b>Honors French Baccalaureate</b>	2018
Economics and Social Sciences	

## AWARDS

<b>Mahatma Gandhi Humanitarian Award</b>	2019
<i>Simon Fraser University Institute for Humanities</i>	
<ul style="list-style-type: none"><li>Awarded the Mahatma Gandhi Annual Student Peace award for my work with Heeno International by the Thakore Charitable Foundation and the SFU Institute for the Humanities</li></ul>	
<b>Most Valuable Player Award</b>	2019
<i>Rochester Institute of Technology</i>	
<ul style="list-style-type: none"><li>Awarded the most valuable player on the basketball team, as a freshman</li></ul>	

## CERTIFICATIONS

<b>EA software engineering virtual experience program</b>	Jan 2022
<ul style="list-style-type: none"><li>Reviewed open-source implementations of PacMan and created a new game called Vax-man by incorporating a different set of mechanics, in both Python and C++</li><li>Learned about game engine technologies such as FrostBite and Unreal Technologies</li><li>Learned about common cyber security vulnerabilities such as stack buffer overflow and the Heartbleed bug, as well as how to mitigate them</li></ul>	