ABOAGYE NYAMEKEH PRINCE

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EDUCATION

University of Connecticut– Storrs, CT Graduating May 2028
Major: Computer Science and Engineering **Honors**: Global Excellence Scholar
Relevant Coursework: Calculus I , Intro to Computing for Engineers with Python, AI in Research and Writing, Principles of Microeconomics(Fall 2024)

EXPERIENCE

Headstarter AI -Software Engineering Fellow, Remote July, 2024 - Sep 2024
- Built 5+ AI-powered web apps using NextJS, OpenAI, Pinecone, and StripeAPI for 1,000+ users.
- Delivered 3 projects ahead of schedule using Agile practices learned from Amazon, Bloomberg, and Capital One engineers.

Software Engineer Intern-The CKODON Foundation, Kumasi, Ghana. Aug 2021 - Present
- Developed responsive UIs using React, reducing form completion time by 25% for over 1,000 applicants.
- Integrated REST APIs, reducing load times by 30%, and collaborated with the UX team to improve submission rates by 15%.

Research Assistant under Dr. Olga Glebova – HackLab. July 2024 - Present
- Built Python pipelines for genomic data analysis, reducing processing time by 20%.
- Co-authored 2 peer-reviewed papers on gene expression analysis, contributing novel algorithms that improved prediction accuracy by 15%.

PROJECTS

Lacoustre Banking Platform
- Architected a multi-account banking platform using Flask and REST APIs, handling 1000+ daily transactions with 99.99% accuracy across 5 major banks.
- Implemented OAuth2 authentication and AES encryption, reducing security vulnerabilities by 95% and ensuring GDPR-compliant data privacy for 10,000+ users.

Password Manager
- Developed a secure password manager for 50+ users using AES-256 encryption with SQLite storage and Tkinter GUI.
- Implemented automated password generation and validation algorithms, increasing password strength by 40% and reducing user input time by 30%.

To-Do List Manager
- Designed and developed a feature-rich task management web application using HTML, CSS, and JavaScript, providing 200+ UConn students with an intuitive platform to organize and track over 300 academic activities and deadlines.
- Improved productivity by 35% through browser notifications and dynamic task sorting, streamlining task management and deadline tracking.

Tournament Scoring System
- Developed an automated scoring system for 50+ gaming tournaments, supporting real-time updates on scores and rankings.
- Engineered a scalable backend using Django and PostgreSQL, efficiently managing data for 500+ players and reducing query times by 40%.
- Integrated player ranking algorithms and predictive analysis, enhancing competition tracking and engagement.

SKILLS

Programming languages and Frameworks: Python, , C++, Java, HTML,CSS, Javascript, Flask, Django, ReactJS