

AMARA OKONKWO

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EDUCATION

University of Nottingham

BSc Hons Computer Science with Artificial Intelligence *Degree: 2:1*

London

Sep 2021 - July 2024

Mill Hill County High School

A-Level Computer Science / Chemistry / Maths *Degree(s): A A A*

London

Sep 2019 - July 2021

EXPERIENCE

KPMG

Intern Software Developer

Lagos, LOS

November 2024 - April 2025

- Had first-hand experience with many traditional, and collaborative software development techniques.
- Learned new skills, testing techniques and troubleshooting best practices.
- Analysed several live code-bases, and provided detailed and clear documentation on them. I also carried out thorough end-to-end testing while performing maintenance
- Tasked with integrating several types of functionality into software applications, such as voice-calling and queue management systems.
- Adapted to foreign demands outside my initial skill set, and grew to contribute to code I had hardly used, such as Dart and Flutter.
- Involved in several client-facing operations, such as meetings and software demonstrations.

IBM

Student Software Engineer

Nottingham

September 2022 - May 2023

- Made a formal presentation expressing my group's interest in working on a project with IBM and won their favor among peers in our course.
- Collaborated on building interactive learning experiences leveraging Unity' technology.

SKILLS

Programming Languages: Java, Python, JavaScript/TypeScript, C, C#, C++, HTML, CSS, SQL
Technologies: Spring Boot, React, React Native, .NET, Firebase, PostgreSQL, Android Studio, Unity

PROJECTS

Chess Autonomous Agent *Java*

<https://github.com/Konkz7/Chess-Engine>

This project presents a custom-built chess AI developed to operate effectively under limited processing power. At its core, it leverages a handcrafted evaluation function to assess board states.

2D Side Scrolling Platformer *C#, Unity*

<https://github.com/Konkz7/Unity-Possessed-Platformer>

A 2d side scrolling platformer which was developed with a main research topic in mind. What makes a game fun? For this project, I delved into many different factors that contributes to a games' success and it wasn't a simple task, it often varied depending on what type of vision / genre I aimed for.

KPMG Whistleblowing Application *Agora, .NET, Flutter, Firebase*

<https://github.com/Konkz7/KPMG-Whistleblower-App>

An app to support KPMG staff and help them report any issues anonymously albeit through conventional standards like email, landline or a direct VOIP helpdesk.

Betsocial - Social Media Platform *Spring Boot, React Native, PostgreSQL*

<https://github.com/Konkz7/BetSocial>

An individual project which is a social media app that integrates aspects of betting but every single factor is decided by the users.

HOBBIES

Football Has always been a lifelong passion of mine and I don't ever see that changing.

Brazilian Jiu - Jitsu I occasionally grapple and I love the sport. Competed for my university twice and managed to get on the podium.

Hiking and Scrambling In addition to casual traveling, I tend to try challenge myself while enjoying nature. This lead me to complete hikes like Scafell Pike (highest point in England), Snowdon and Tryfan in Wales.