AMARA OKONKWO

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EDUCATION

University of Nottingham   London
BSc Hons Computer Science with Artificial Intelligence *Degree: 2:1*   Sep 2021 - July 2024

Mill Hill County High School   London
A-Level Computer Science / Chemistry / Maths *Degree(s): A A A*   Sep 2019 - July 2021

EXPERIENCE

KPMG   Lagos, LOS
Intern Software Developer   November 2024 - April 2025

- Gained hands-on experience with both traditional (Waterfall) and collaborative (Agile/Scrum) software development methodologies across multiple team projects and client deliverables.
- Acquired proficiency in automated and manual testing techniques, identifying and resolving 30+ bugs across different environments using tools such as Postman.
- Analysed and documented 5+ live production codebases (.NET, React, and Node.js), producing clear technical documentation and conducting comprehensive end-to-end testing to validate over 90% of identified user flows.
- Integrated real-time voice-calling functionality using Agora, and implemented queue management systems with custom load-balancing logic to improve service response time by approximately 25%.
- Adapted quickly to unfamiliar technology stacks (e.g., Dart and Flutter), contributing production-level code to a mobile app used by over 1000 users within 3 weeks of on boarding to the project.
- Participated in client-facing meetings and software demos, delivering feature walkthroughs and collecting user feedback that informed 3 major product iterations.

IBM   Nottingham
Student Software Engineer   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 Scaffell Pike (highest point in England), Snowdon and Tryfan in Wales.