## Tiza Talla

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Hi, I'm Tiza, a detail-oriented Computer Engineering undergraduate with experience in cross-platform applications and REST APIs. I'm passionate about open-source and distributed systems, aiming to model and build complex systems simply. I'm eager to experiment with new technologies to solve real-world problems.

### **EDUCATION**

## B.Eng. Computer Engineering - University of Buea

July 2026.

Coursework: Data Structures and Algorithms, Object Oriented Programming, Database Administration, Computer Networking, Operating Systems, Analysis and Design of Algorithms, System Administration.

#### RELEVANT SKILLS

**Programming:** Java, Go, Python, C, Typescript/Javascript, Dart.

Tools: Spring Boot, JavaFx, Docker, Gin, Flutter, React, Node.js, Github, Linux.

#### **EXPERIENCE**

Karibu-Capital - Software Engineering Intern,

Remote - September 2024 - October 2024.

- Completed a 6 weeks internship focused on both front-end and backend development.
- Developed Cross platform responsive interfaces using Flutter for front-end development.
- Gained experience in back-end development, developing strong APIs using Go.
- Worked collaboratively with senior developers and participated in team meetings to discuss software design and architecture.

## OpenRefine - Open source Apprenticeship,

Remote - April 2024 - Present.

- Contributed to the open-source data-cleaning project, by making two patches which solved bugs in the project, and wrote tests for the changes all written in Java, which were successfully merged into the main branch of the repository.
- Worked with the community to enhance the tool, contributing to the overall functionality.

View patches <u>PR#6537</u> - <u>PR#6708</u>

# PERSONAL PROJECTS

## Kodex (Python) - Python CLI Script

View on Github.

• A Python CLI script that analyzes the programming languages used in a project directory and provides their percentage usage in the project.

#### Alien-Invasion (Python) - Desktop Game

View on Github.

• A 2D game, which involves shooting the alien spaceships using a spaceship controlled by the player.

## Palimpsest (Java) - Desktop Application.

View on Github.

• A lightweight clipboard history manager for Linux, built with JavaFX.