Kwaku Amofah-Boafo

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EDUCATION

Syracuse University: College of Engineering and Computer Science   Intended Graduation: May 2024
B.S. Computer Science

Technical Skills: JavaScript, HTML,CSS, Python, p5.js, Git, Object Oriented Programming, Java
Relevant Coursework: Introduction to Computing (Current), Introduction to Engineering/Computer Science (Current)

EXPERIENCE

Google CSSI, Student   July 2020
- Selected by Google out of candidates from across the country to participate in the Google CSSI program
- Developed and pitched a final project made using JavaScript and Glitch editor in a group of 3 members on a one week deadline to over 50 people.

All Star Code, Teaching Fellow   July 2019 - August 2019
- Supported the Lead Instructor and Teaching Assistant in the design and delivery of classroom coding activities to a classroom of 20 students ("All Stars").
- Facilitated an hour of daily Office Hours to provide additional aid to students in a one-on-one setting resulting in improved understanding of and ability to complete computer science tasks.

PROJECTS

Sports Deck, Personal Project
- Developed a sports website by utilizing the HTML, CSS, JavaScript and the sportsdata.io API ensuing a well presented format the latest sports news (currently NBA only).

Inquirix, Summer Program Project
- Architected and managed the frontend and backend of Inquirix in collaboration with two peers by using HTML, CSS, Node.js, MySQL, Heroku resulting in the development of a free SAT and AP review website.
- Pitched and presented the development process and product of Inquirix to investors and fellow Software Engineers at a Demo Day Conference.

Various Small Browser Games, Personal Projects
- Tic Tac Toe: Used Javascript and the P5.js library to create a web app that allowed users to play Tic Tac Toe
- Space Invaders: Lead and organized a group of 4 people in the creation
- Tetris: Used Object Oriented Programming coupled with JavaScript and p5.js to develop a Web-based version of the original tetris game