IDAM **OBIAHU**

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EDUCATION

UNIVERSITY OF HOUSTON
BSCPE IN COMPUTER ENGINEERING
Expected May 2017 | Houston, TX
Activities:

- Dean's List – Fall '13, Spring 14
- Institute of Electrical and Electronics Engineers (IEEE)
- UH Robotics Club
- Cougar CS

LINKS

Github: **https://github.com/idamo**
LinkedIn: **https://www.linkedin.com/in/idamo**
Portfolio: **http://idamo.me**

SKILLS

LANGUAGES
Java • Python • JavaScript • C
C++ • MySQL • Bash • AppleScript

APIS
Google Dev • Facebook JS SDK • Twitter twitcurl • Spotify AppleScript & Metadata API • Pebble Dictation API • Stanford Portable Library

OPERATING SYSTEMS
OS X • Windows • Linux

COURSEWORK

- Data Structures & Algorithms I & II
- Fundamentals of Software Eng.
- Fundamentals of Web Development
- Computer Architecture
- Microprocessor Systems
- Operating Systems
- Digital Logic Design
- Intro to Comp. Sci. I & II
- Circuits Analysis

AWARDS

"**Most Innovative/Best wearable app**", HackingEDU Hackathon, Oct 2015
Intern Peer Mentor, Cummins Inc., Jun 2015 - Aug 2015
Hamil Library Scholars Award, University of Houston, Apr 2015
Selected as 1 of 4 Senior IEEE Region V Robotics Participants, University of Houston, Aug 2016

EXPERIENCE

FLIPWORD | **Back-end Engineering** Champaign, IL
Software Engineer + Founding Team May 2016 - Present

- Developed algorithms on the back-end of FlipWord—an app which infuses language learning into daily web use, by replacing words on webpages with their chosen language equivalents.
- Increased speed of apps by 178% by implementing caching algorithms to reduce number of queries hitting the database on a large scale.
- Helped secure $15,000 in funding at the Cozad New Venture Competition and helped win first place at both the Campus 1871 Startup and MadHacks Hackathon competitions

CUMMINS INC. | **Strategy & Planning Technology** Columbus, IN
Software/Business Technology Intern Jun 2015 – Aug 2015

- Developed a tool which analyzes information filled out by Project Managers and automatically generates a summary heat map using Java.
- Streamlined business intelligence and decision-making by kick-starting a full-scale automation of most of the static/paper procedures used in the Strategy & Planning team.

M.D. ANDERSON LIB. LEARNING COMMONS Houston, TX
Tech Support Aug 2014 - Present

- Provide technical support and offer basic troubleshooting for Windows, OS X and Linux for the 100+ computers in the technology spaces.

PROJECTS

ALANG | **SmartWatch App** **Languages**: C & JavaScript

- Developed a speech tracking Pebble™ app which detects grammatical errors and provides corrective feedback to users.
- Engineered speech-to-text translation, written in C, and passed result to a separate JavaScript file, via Bluetooth, for parsing and comparison.
- Used dictionaries to track and store user progress over the course of time.

SPOTIFY.SH | **Voice-Activated Spotify** **Languages**: Bash & AppleScript

- Integrated Bash(UNIX/Linux), AppleScript and Julius to allow users control Spotify through voice commands, such as "Play <song name>" etc.
- Implemented song-searching, using regular expressions, through Spotify's Metadata API for accurate results.
- Handled errors by using AppleScript to track the Spotify audio player's state and detect unorthodox behavior.

CLICKTWEET | **Google Chrome Extension** **Languages**: JavaScript

- Enhanced Twitter's functionality by providing an interface for users to tweet links, images, and highlighted text by simply right-clicking the content to be tweeted, without having to open the Twitter webpage.
- The extension passes the selected content, via Twitter's API, to a panel window for final editing and/or confirmation.

ATARI INC.'S BREAKOUT **Languages**: C++

- Developed a C-style GUI version of the classic arcade game, Breakout (a game where a ball bounces off a paddle to clear all the bricks at the top of the screen), using Stanford's Portable Library.
- Implemented event-handling algorithms to manage collisions, update scoreboard, and vary ball's angle of deflection.

IEEE Region V Robotics Competition **In Progress**

- Designing and developing a robot to map a maze, using electromagnetic radiation, to detect underground electrified wires.