MICHAEL ACHEAMPONG

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EDUCATION

Bachelor of Science **Grambling State University** *Grambling, LA, USA* **08/2024 - 05/2028**
- Major in Computer Science **SAT: 1500** **Expected GPA: 4.00/4.00**

Relevant Courses: Object-Oriented Programming | Data Structures and Algorithm | Software Construction | Programming for Web | AI Augmented and Professional Development | Introduction to Prompt Engineering | Multivariable Calculus | Linear Algebra | Differential Equations

EXPERIENCE

X-ray, Outpatient Department(OPD) **Aniniwah Medical Center** *Kumasi-Ashanti, Ghana* **08/2023 - 12/2023**
- Registered and managed OPD patient flow, maintaining efficient patient registration and record handling to support medical staff and enhance patient experience.
- Processed and accurately entered over 1,500 patient records into the hospital's data management system, ensuring a 98% accuracy rate in patient information and reducing wait times by 20% for X-ray and ultrasound procedures.

SAT Tutor **Toptier Study Abroad Consult** *Kumasi-Ashanti, Ghana* **01/2023 - 07/ 2023**
- Tutored SAT Math prep to a group of 15 students, increasing average math scores by 20% within two months of instruction.
- Created personalized lesson plans and mock tests, improving students' accuracy and speed in solving SAT Math problems by 25%
- Organized SAT Math review sessions, helping 90% of the class reach or exceed their target scores.

PROJECTS

IMAGE RECOGNITION AND CLASSIFICATION APP
- Developed an image recognition and classification app leveraging Google's Gemini API through Project IDX, allowing users to upload images from their computer for real-time classification.
- Achieved a 95% accuracy rate in image identification and classification, optimizing AI-based algorithms to enhance recognition precision
- Improved processing speed by 40%, ensuring users receive instant feedback on their image uploads, increasing user engagement by 30%.
- Implemented an intuitive user interface, improving accessibility and ease of use for non-technical users by 25%.

POOL
- Developed a fully functional pool game using Python and the Pymunk physics library, simulating realistic ball movements, friction, and collisions for an immersive gameplay experience.
- Achieved 90% accuracy in simulating real-world physics, including friction and collision detection, creating a highly responsive and strategic environment for players.
- Implemented an interactive cue ball mechanic that allows users to take precise shots, improving user engagement and playability by 35%.

WEATHER AND TOP HEADLINES APP
- Built a real-time weather app using three robust APIs: IPAPI, NewsAPI, and OpenWeather, delivering localized weather information with 95% accuracy based on users' IP-detected locations.
- Integrated personalized news recommendations through NewsAPI, resulting in a 40% increase in user engagement by providing weather updates alongside relevant news.
- Streamlined API usage, reducing data retrieval time by 20%, allowing users to receive weather and news data in under 3 seconds.

FLAPPY BIRD
- Developed a custom version of the popular Flappy Bird game using Python and Pygame, achieving smooth gameplay with a consistent frame rate of 60 FPS.
- Implemented a scoring system and refined controls, resulting in over 90% of testers describing the game mechanics as "highly responsive" and "intuitive."

SKILLS
- Python | HTML | JavaScript | CSS | React | SQL | Git | Game Development | Backend | Frontend | Django | Bash | Canva | Photoshop | Growth mindset | Problem-solving | Creativity | Critical Thinking

OTHERS
- **Honor's and Certification:** Dean's List | Presidential Scholar | ALX Ceritficate | DevTown Campus Ambassador Certificate
- **Interests:** TED Talks | Khan Academy | W3 Schools | Reading Tech Blogs | Hackathons