

Miriam Sarpong

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[LinkedIn Profile](#) • [Github Profile](#) • [Portfolio](#)

Education

Master's Degree in Informatics: Interaction design, gaming and learning technology

Norwegian University of Science and Technology, August 2024 – June 2026, Trondheim

Bachelor's Degree in Applied Computer Science

Oslo Metropolitan University, August 2021 – June 2024, Oslo

Exchange Semester Abroad

Queensland University of Technology, July – November 2023, Queensland, Australia

Work Experience

Vido exchange (Remote)

Software Development Intern

06/2024 – 08/2024

- Developed and implemented features using PHP, Blade, JavaScript, and CSS for a scalable web application.
- Served as the UX/UI lead, improving the user interface of the Vido Exchange platform.
- Conducted code reviews, ensuring adherence to best practices.
- Collaborated with the marketing team to draft graphic email templates and create engaging social media posts.
- Acted as a generalist, contributing to various aspects of the project, showcasing versatility and adaptability.

Oslo Metropolitan University, Oslo

Bachelor Thesis Internship - NORtritious

01/2024 - 06/2024

- Contributed to the further development of NORtritious, a nutrition calculator for the food cluster Fremtidsmat.
- Led the development team as Scrum Master for NORtritious. Facilitated sprint planning, frequently weekly meetings and retrospectives to ensure timely delivery of project milestones.
- Gained practical experience in design, prototyping, user testing, and creating user interfaces.
- Acquired valuable insights into the entire development process, from idea to finished product.
- Effectively involved users to ensure the technology met their needs, by conducting user testing.
- Embraced the iterative design process, utilizing continuous feedback and testing to develop more user-friendly solutions.

- Assisted students in understanding key principles of IoT by providing guidance, grading assessments, and leading workshops.
- Facilitated student comprehension of complex IoT concepts, improving overall course performance.
- Enhanced leadership and communication skills by explaining complex concepts in an accessible manner, fostering a deeper understanding of IoT principles.
- Strengthened my interest in smart solutions and their potential to improve lives through technology.

D´Kings pluss, Trondheim
Social Media Manager

08/2022 – 01/2024

- Managed and created content for social media platforms, increasing follower engagement by 40%.
- Developed marketing campaigns that boosted sales.
- Analyzed social media metrics to refine strategies and improve outreach.

Projects

Movie ticket Web App, April 2022.

- Developed a full-stack movie ticket application using Spring Boot.
- Implemented backend functionalities for booking and purchasing tickets.
- Designed a responsive frontend interface with HTML, CSS, and JavaScript, improving user interaction.

Inclusive Web Design group exam, September 2021

[Inclusive Web Design Project](#)

- Collaborated in a final group exam to develop a comprehensive website, demonstrating expertise in HTML, CSS and inclusive web design principles
- I led the development of the “Topical” section, emphasizing a unit that resonated with the team’s shared enthusiasm.
- Created a responsive design ensuring accessibility and usability across various devices, enhancing the user experience.

Technical Skill, Certificates & Languages

- Google UX Design Certificate 06/2024 – Present
- Meta Social Media Certificate 06/2024 - Present
- **Software Languages:** JavaScript (Intermediate), ReactJS (Intermediate), PHP (Beginner), HTML, CSS, Python (Intermediate), bash, JAVA (Intermediate), SQL (Intermediate), Spring Boot
- **Developer Tools:** Git, Github, Slack, Visual Studio Code, IntelliJ, Figma, Jupyter Notebook
- **Foreign Languages:** English, Norwegian, Creole/Pidgin