**Andre Ndong Nto**

52 Seafield Road, Dundee, UK

+447300190350

[andreabenoitxvi@gmail.com](mailto:andreabenoitxvi@gmail.com)

Top of Form

[www.linkedin.com/in/andre-ndong-nto](http://www.linkedin.com/in/andre-ndong-nto)

**Professional Profile**

I am an ambitious second-year Computer Science student at the University of Dundee with a strong foundation in software development, data structures, and algorithms. I possess hands-on experience in building web and desktop applications, working within Agile environments, and utilizing a wide array of development tools and programming languages. I am highly adaptable, I excel at problem-solving, collaborating in teams, and learning new technologies quickly. Now I am seeking an opportunity as an Intern Junior Software Developer to contribute technical expertise and further develop my skills in a professional environment.

**Education**

**University of Dundee**

*BSc (Hons) Computer Science*

January 2024 – Present

* **Key Modules**: Algorithms & Data Structures, Object-Oriented Programming, Software Development, Database Systems, Web Development
* **Academic Achievements**: Regularly achieve top grades in programming coursework, demonstrating proficiency in software engineering principles and clean code practices.
* **Projects**:
  + Developed a Java-based strategy game, implementing design patterns, object-oriented principles, and Agile methodology.
  + Designed and deployed a responsive website using HTML, CSS, JavaScript, and GitHub Pages.

**Government Bilingual High School Yaoundé**

*General Certificate of Education Advance Level (GCE A/L)* in Mathematics, Physics, Computing Science, Chemistry

1. – 2023

* Achieved high marks across STEM subjects, setting the foundation for a career in software engineering and Data Science.

**Key Skills**

**Technical Skills**

* **Programming Languages**: Proficient in Java, and C++; working knowledge of HTML, CSS, JavaScript, and SQL
* **Development Tools**: Experience with Git/GitHub for version control, Intelli J, Blue J, Eclipse, and Visual Studio Code
* **Frameworks/Technologies**: Familiar with Agile methodologies, Test-Driven Development, and database design

**Soft Skills**

* **Teamwork**: Effective collaborator, contributing to group success in both academic projects and internships
* **Problem-solving**: Adept at analyzing complex technical challenges and implementing efficient, scalable solutions
* **Communication**: Clear communicator, able to translate technical concepts for non-technical audiences
* **Adaptability**: Quickly learn new technologies and adapt to evolving project requirements

**Projects**

**Multiplayer Strategy Game in Java**

* Led a team of 4 in developing a turn-based multiplayer game using Java, demonstrating proficiency in object-oriented design and collaborative software development.
* Applied Agile methodology, breaking down the project into smaller chunks.
* Implemented complex game mechanics, including real-time user input handling.

**References**

Available upon request.

**Competency-based Interview Question Reflection**

**Question**: Can you describe a time when you solved a technical problem under pressure?

**Situation**: During my first-year software development course, I was leading a group tasked with developing a Java-based multiplayer game. Halfway through, we encountered a critical issue: our collision detection algorithm was causing severe performance issues, leading to game-breaking lag. With only one week left before our project deadline, we needed to resolve this issue urgently.

**Task**: As the team leader, it was my responsibility to oversee the technical aspects of the project and ensure the team could deliver a functional game on time. My goal was to quickly diagnose and fix the problem without affecting other game functionalities.

**Action**: I organized a meeting to brainstorm solutions. After carefully reviewing the code, I identified inefficiencies in how our collision detection algorithm was calculating object interactions. I proposed simplifying the algorithm to reduce computational overhead by introducing a spatial partitioning technique. I divided the team into subgroups: one to test the new algorithm, another to ensure other game features remained unaffected, while I personally took charge of refactoring the core functionality.

**Result**: The new algorithm significantly improved the game’s performance, eliminating the lag. We were able to complete the game on time, and it ran smoothly during our final presentation. Our project received high praise from both peers and lecturers, earning a distinction for its technical complexity and gameplay design.

**Learning**: This experience reinforced the importance of remaining calm under pressure, effective team collaboration, and the value of approaching technical challenges with both a structured and creative mindset. I honed my problem-solving and leadership skills, while also gaining deeper insights into algorithm optimization. These skills will undoubtedly benefit me in future roles where technical problem-solving and teamwork are essential.





