ABENA ALEX NELSON RYAN
Junior Software Engineer

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Website : https://ninjashadowboy.github.io/portfolio-app/

Languages: French (native), English (C1 IELTS)

Profile

Software engineering student with solid foundations in backend development, algorithms, and full-stack applications. Built web systems, mobile apps, and games using clean architecture and efficient data structures. Interested in artificial intelligence, internet of things and aspiring PhD.

Professional Experience

Junior Backend developer (NestJs) at ITIAD
(Sept 2025 - Present)
- Implemented JWT authentication service for secure access
- Wrote unit tests reaching 70% code coverage
- Documented API endpoints using Swagger/OpenAPI

Intern at ORION
(July – Aug 2025)
- Studied hardware to software interactions by exploring /dev, /proc, /sys, and system calls.
- Built a Kotlin command-line system monitor that parses kernel and device information.
- Worked as one of the first members of the new hardware systems department.

Academic Intern at CENADI
(June – Aug 2023)
- Conducted an in-depth study of data centers.
- Delivered a technical internship report

Education

Computer and Information System Engineering
Institut Universitaire Saint Jean du Cameroun (2022–Present)

GCE Advanced Level with 23/25 points
Maths A, Further Maths A, ICT A, Physics B, Chemistry B
Ranked 1st out of 68 in high school averaging 17.99/20
GBHS Mbalmayo (2020-2022)

Projects (Selected)

Portfolio (2025)
Personal website with **Angular, Spring Boot**
- User registration, project rating, blog, and admin access.
- Deployed frontend via GitHub Pages.

Hotel Hub (2024)
Hotel Reservation System with **Spring Boot, Thymeleaf**
- Reservation system with room management, customer accounts, and admin dashboard.
- Integrated Stripe Checkout in sandbox for payments.
- Implemented authentication and email notifications.

Train Type (2023)
A typing platform with **HTML, CSS, JavaScript**
- Implement typing exercise with speed, accuracy and mistakes tracking.
- Implement admin dashboard to manage users and exercises
- Implement statistics dashboards and for users and for admin

Crazy Pac (2023)
PacMan clone featuring procedural maze generation with **C/SDL**
- Implemented BFS algorithm for maze generation and DFS for ghost chasing
- Developed movement logic to replicate original game with smoother motion

Technical Skills

Languages: Java, Kotlin, C, C++, Python, JavaScript/TypeScript
Frameworks: Spring Boot, NestJS, Angular, Jetpack Compose, React Native
Tools: Docker, Git/GitHub, PostgreSQL, Swagger/OpenAPI, JetBrains IDEs, VSCode
Core Areas: Backend APIs, algorithms & data structures, mobile development, game programming (SDL)

Soft Skills

Teamwork
Public Speaking
Teaching
Problem Solving

Hobbies

Basketball (since 17 Sept 2016)
Teakwondo (since Oct 2022)
Chess (400 Elo)