



ABENA ALEX NELSON RYAN

Junior Software Engineer and Student

Personal Website: <https://ninjashadowboy.github.io/portfolio-app/home>

PROFILE

Fourth year Software Engineering student at Institut Universitaire Saint Jean du Cameroun (IUSJC) in Cameroun. Passionate about artificial intelligence and backend systems. Experienced in web development, using complex data structures and building minigames.

PROFESSIONAL EXPERIENCE

- ➔ Student NestJs Backend developer at ITIAD (Sept 2025-Present) Design, develop, test, and document software applications that meet business and technical requirements.
- ➔ Internship at ORION (July-August 2025) Study and hardware systems with the kotlin programming language as the pioneer member of the hardware systems department.
- ➔ Academic Internship (June-August 2023) CENADI (Yaoundé). Conducting an in-depth study of the Data Centers.

SKILLS

LANGUAGES

- French (mother tongue)
- English (C1 IELTS Academic)

SOFTWARE

- VsCode
- Jetbrains IDEs
- Git & GitHub
- MS Office:
 - Word 2021
 - Excel 2021
 - Power Point 2021

PROGRAMMING

- C, Python, Arduino, Java/Kotlin, JS/TS
- Angular (TS)
- Spring Boot
- Jetpack Compose
- React Native

SOFT SKILLS

- Public speaking
- Teaching
- Team work

AREAS OF INTEREST

- Basketball
- Taekwondo
- Chess

ACADEMIC TRAINING

- ➔ 2022-Present COMPUTER AND INFORMATION SYSTEM ENGINEER
Saint Jean University Institute
- ➔ 2020-2022 GCE A/L with PHY-B, CHEM-B, MATH-A, FMATH-A, ICT-A (23 points/ 25)
Bilingual High School of MBALMAYO

PROJECTS

- ➔ Portfolio app A Portfolio web application (backend and frontend) featuring user registration, project rating and a blog: <https://ninjashadowboy.github.io/portfolio-app/home>
- ➔ Ticket Manager React Native mobile app to manage tickets/issues in a software project:
- ➔ Joker Snake February 2024 A game in C language that takes the classic snake games and adds a new game mode where the value of the food is variable (and varies randomly)
- ➔ AddEmUP March 2024 A Numbers Game. Made in Python with the *pygame module*
- ➔ Pac Man May - June 2024 A GUI game that takes the classic Pac Man and adds procedural maze generation using two algorithms:
 - Depth first search
 - Breadth first search