PRINCE ODAME

Computer Engineer, Software Engineer, Developer, AI/ML Enthusiast, Entrepreneur
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A young enthusiast comphuter engineer, looking for an enabling environment where innovation, coupled with teamwork, challenges convention to push technology beyond its limits. There is always more to achieve.

EDUCATION AND QUALIFICATIONS

Sept 2013 – May 2017 **Kwame Nkrumah University of Science and Technology (KNUST)**
Kumasi, Ghana
Bachelor of Science in Computer Engineering (First Class Honours).

Oct 2009 – May 2013 **Konongo Odumase Senior High School (KOSHS)**
Konongo, Ghana
Studied General Science and acquired West African Senior Secondary Certificate (WASSCE).

WORK EXPERIENCE

May 2018 - Present **Senior Backend Engineer & CTO at SchoolDesk**
Develops and maintains backend web services for SchoolDesk using cutting-edge techniques such as CI/CD, microservices architecture.

Sept 2017 – April 2018 **On-site IT Support at Schlumberger, Ghana**
Provision of technical IT support and configuration of network devices. Troubleshooting of users IT issues via help desk. Deployment of networks.

2016 – 2017 **Software Engineer at Asqii LLC, Ghana**
Database architecture. Development of web backend and android applications.

2015 – Present **Volunteer Trainer with Ghana Robotics Academy Foundation**
Engaged in the training of students in robotics to solve real world challenges. Students are able to make impacts at international robotics competitions like Robofest.

2015 – 2017 **Database administrator at Opoku Ware Basic School**
Developed and manages an Exams Records Management software. Still provides technical support.

2014 – 2017 **Freelance Backend and Mobile Developer**
Worked as a freelance developer for clients across the globe. Mainly developed backend applications and android mobile apps.

AWARDS AND HONOURS

2014 – 2016 Awarded best student in Computer Engineering, three consecutive years.

2014 – 2016 Awarded excellent student, three consecutive years, in KNUST.

Dec 2011 Represented Ghana in the 8th International Junior Science Olympiad in Durban, South Africa.

2010 – 2012 Awarded best science student, three consecutive times, in KOSHS.

POSITIONS OF RESPONSIBILITY

Sept 2015   Elected as treasurer for the Association of Computer Engineers, KNUST.

Sept 2011   Elected as president of ICT and Robotics Club, KOSHS.

SKILLS AND OTHER INTERESTS

Personal skills

A quick learner and technology adaptable. Artificial Intelligence enthusiast.

Self-taught programmer and database administrator with a demonstrative skill set. First class honours in BSc Computer Engineering.

A real team player. Familiar with cutting edge team collaboration tools/ technologies like Slack, Trello, Git, TFS, Scrum, Agile.

Game changer. Trained a team of junior high students to win the senior high category of GRAF Robotics Inspired Science Education competition in 2015 and 2016. The team has since, never been beaten by any other.

Interests

Programming and Application development. Backend Development

Comfortable with C/C++, C#, Java, JavaScript, Python, SQL, VB.

Knowledgeable in technologies such as .NET Framework, Qt, Gtk, Django, Flask, Google Cloud Platform, Heroku, Amazon Web Services, MongoDB, ASP, NodeJS, PostgreSQL, MySQL, SQL Server.

Embedded electronics/systems, Digital Logic Design, Software Engineering, Robotics, Artificial Intelligence and Machine Learning.

Languages

English, French (Beginner).

REFEREES

Mr Frank Dadzie
Senior Onsite IT Support — GIR
Schlumberger, Ghana

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Mr Jephthah Yankey
Assistant Lecturer, Computer Engineering Department, KNUST.
CEO & Founder, SchoolDesk, Ghana.

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Mr Henry Kwaku Boafo
Research Fellow, Center for Settlement Studies, KNUST.
Former Representative, Middle zone, Ghana Robotics Academy Foundation.
Founding member, Okoree Initiative.

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Certificates and other proofs of qualifications are available on request.