**Omosefe Osakue**

**Software Engineer**

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**PERSONAL OVERVIEW**

As a highly motivated Computer Science student, I am seeking a software engineering position where I can fully explore what my hands and mind can do. Eager to advance and expand my skill set through mentorship and challenging projects. My objective is to contribute my skills to enhance the company's technological presence and assist in developing innovative web and mobile applications.

**EDUCATION**

**B. Sc Computer Science 2021 – present**

The University of Sheffield

**Predicted Grade:** 2:1

**Relevant Courses:** Java Programming, Web and Internet Technology, Functional Programming, Introduction to Algorithms and Data Structures, Automata, Computation and Complexity, Data-Driven Computing, Systems Design and Security, Machines and Intelligence, Devices and Networks, Robotics, Software Hut, Logic in Computer Science, Introduction to Software engineering.

**Awards:** The NCUK International Students Merit Scholarship

**Foundation Year (A level Equivalent) 2020 – 2021**

Oxbridge Tutorial College, Lagos, Nigeria

**Grades:** Mathematics (A\*), Physics (A), English for Academic Purposes (A), Chemistry (B)

**WORK EXPERIENCE**

**International Engineering Ambassador Feb 2022 – present**

The University of Sheffield

* Actively listening to students' requests, confirming full understanding before addressing concerns.
* Giving tours to prospective students and their parents and visiting officials.

**Residence Life mentor Sep 2022 – present**

The University of Sheffield

* Using critical thinking and problem skills to evaluate solutions, make decisions and resolve conflicts.
* Working in a team to ensure the safety of the first-year mentees assigned to me throughout the year.

**Publicity Officer of the Nigerian Society Sep 2022 – Jun 2023**

The University of Sheffield

* Managing all social media accounts to deal with individual queries about the society or outreach requests for sponsorships and collaborations.
* Designing posters to communicate the society’s events and announcements to members**.**

**PROJECTS**

**Software Hut:**

* Worked in a team of five to design and develop a software system that met the basic functional requirements within a given problem domain.
* Using Ruby on Rails Programming Language to cover the main steps in the process of developing the system, from requirements analysis through to their implementation and testing.
* Independently working on the HTML and CSS of the Login/Signup page, the database for the various users, moderators, and administrators, the authentication of password and login details, end-to-end testing of the software, and writing the majority of the report.
* Gaining experience in developing essentials such as GitHub for team collaboration, LaTeX and Overleaf for report writing, and Database normalisation.
* Practising the agile software development strategy, particularly the Scrum method.
* Gaining practical experience in teamwork coordination and planning work outcomes for all team members to achieve the goal.

**Web and Internet Technology:**

* Completed a design of a children's interactive and responsive website which consists of several miniature games
* Applied knowledge of HTML, CSS, and JavaScript to develop interactive elements and functions of the website.
* Described both the design and implementation processes in a planning and post-development document.
* Completed other components of the project including creating a wireframe, planning a colour scheme, designing a contact and home page, making use of HTML Tags such as forms and tables to enhance the website, creating an accessibility statement, and ensuring the website met the guidelines of the WCAG.
* This experience made me appreciate the importance of meeting customer requirements, including motivational factors.

**Machine Learning and Artificial Intelligence:**

**Project 1:**

* Collaborating with a team of undergraduate students to develop instructions for Robot MIRO.
* Using Python and Programming blocks to accomplish assigned tasks such as exploring an irregularly shaped table, making use of sensors and radars to avoid the robot falling off the table, identifying a stop sign based on colour and height, and accomplishing all assigned tasks within a given period.

**Project 2:**

* Worked on individual projects under the supervision of an academic to solve the common 8-Puzzle problem.
* Using Java to implement various state-space searches such as A\*, Breadth-first search, and Depth-first search, search strategies.
* Further developing my knowledge of applying artificial intelligence principles to practical tasks, demonstrating the ability to work independently, and applying self-management skills.

**SKILLS**

**Programming Languages:**

Java, Python, Ruby, Android Studio, Haskell, HTML, CSS, JavaScript, React, Version Control (Git), MySQL, Report writing, Good Understanding of Data structures and algorithms.

**Non-Technical:** Problem-Solving, Communication, Leadership, Teamwork, Interpersonal Skills, Conflict Resolution.

**REFERENCES:**

**Available on request.**