

Osiregbemhe Obomighie

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Education

University of Warwick

Bachelor of Engineering, System Engineering

Predicted Grade: 1st Class

2021 - 2024

Relevant Courses: Electrical and Electronic Circuits, Engineering Mathematics and Data Analytics, Systems and Software Engineering Principles, Computer Architecture and Systems, Intelligent System Design, Advanced Systems and Software Engineering

Technical Skills

Languages: Python, TypeScript/JavaScript, C++, C#, SQL, MATLAB

Technologies: React, Redux, NodeJs, ExpressJs, Firebase, GraphQL, Bootstrap, Tailwind CSS, Material UI, Unity, Django

Databases: MongoDB, PostgreSQL, MySQL

Experience

Software Engineer - Coventry, UK

October 2022 - Present

Warwick Hyperloop

- Working in the Electronics and Software team for Warwick Hyperloop. This is the team that is tasked with the development of the software and circuits of the hyperloop
- Developing the software programs using **C++** and **Python** to control the **arduinios** and **raspberry pi's** that will be used to develop the prototype that will be presented in the European Hyperloop Week in July 2023.
- Performing data analysis and testing of the hyperloops system using **Python** libraries and **Matlab**

Software Engineer Intern - London, UK

Jul 2022 - Sept 2022

Ford Motors

- Worked with the rapid digital prototyping team, to develop a mobile application prototype for their In-Vehicle Entertainment Project
- Designed and developed a 4DX arcade racing game for the IOS app store and Android Play Store using **Unity Game Engine** and **C#**
- Developed **Python** and **C++** programs to power microcontrollers to simulate how the inside of a car would respond to different events that happened within the game.
- The prototype that was designed has now been taken over by the american branch of Ford Motors, with the hopes of it being released in the next software update

Software Engineer Spring Intern - Remote, UK

Jun 2022 - Jul 2022

Lloyds Banking Group

- Developed knowledge on how banking companies are starting to use more technology to provide better service for their customers
- Designed a script using **Python** libraries **Numpy**, **Pandas** and **Matplotlib** to analyze data of 12000 different simulated bank transactions and present any finding to Lloyds employees.
- Worked with 4 interns to develop a video calling application, that included a built in help page button, enabling employees to talk with Lloyds Technical support team (**React**, **Express**, **MongoDB**, **NodeJS**)

Extra-curricular

Kingdom Code: Build Hackathon

October 2022

- Won most likely project to make an impact in Kingdom Code Build Hackathon, where I worked alongside other software developers to help develop a full stack web application for a food bank company
- Utilized **TypeScript**, **React**, **GraphQL**, **Strapi** and **PostgreSQL** to develop the application, which recorded the number of items the food bank currently had within trays and the location of trays within warehouses
- Developed a QR code scanner component, that would scan barcodes and use **GraphQL** to query the **Strapi API**, checking if the item is present within the **database** and if not it make an API request to a **third party API** to find information about that item and populate the item form

Fullstack Chat Application <https://github.com/Osireg17/Chat-Application>

Sept 2022 - Present

- Developing a full stack chat application using **React** and **React Bootstrap** on the Frontend, for the Backend I will be using **MySQL**, **NodeJS** and **GraphQL** to develop a **RESTful API**
- Writing unit test with **Jest** and **React Testing** library to ensure that the created components in the frontend are rendered correctly.

AI Tic-Tac-Toe <https://github.com/Osireg17/tictactoe>

Aug 2022 - Sept 2022

- Developed a tic-tac-toe game using **Python** and **Pygame**, which has an AI that finds the best way to win or at least draw with a user
- AI was developed using the **Minimax Algorithm**, I implemented **Alpha Beta Pruning** to make the AI harder to beat

Naruto Notion <https://github.com/Osireg17/Naruto-Notions>

May 2022 - Jul 2022

- Developed a Full stack Anime Blog, so that avid anime watchers like myself could leave reviews or fan theory on anime they have watched.
- Developed the front end with **JavaScript**, **HTML**, **CSS** and **Bootstrap** and built a **Restful API** using **NodeJs/Express** and **MongoDB Atlas** as the database and later deployed it on **Heroku**