Osi Obomighie

07591966580 | osiobomighie@outlook.com | LinkedIn | Website | Github | London, UK (US citizen/can relocate)

Education

University of Warwick   **Bachelor of Engineering, System Engineering**
Predicted Grade: 1st Class   *Oct 2021 - Jun 2023*

Technical Skills

Languages: Python, JavaScript, HTML/CSS, SQL, C++, C#, MATLAB
Technologies: React, Redux, NodeJs, ExpressJs, Firebase, GraphQL, Bootstrap, Tailwind CSS, Material UI, Unity, Django
Databases: MongoDB, PostgreSQL

Experience

Self-Employed - Remote, UK   *Aug 2022 - Present*
Freelance Software Developer
- Currently started designing and building websites for student led business on Instagram, so that their companies are able to display their product enabling them to attract more clients
- Utilizing **Figma** to make the designs of the website and the developing the websites using **ReactJS** and CSS frameworks like **Bootstrap** and **Tailwind CSS**
- Utilize different scheduling systems API to integrate them into my clients website, enabling them to take bookings

Ford Motors - London, UK   *Jul 2022 - Sept 2022*
Software Engineer Intern
- 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

Lloyds Banking Group - Remote, UK   *Jun 2022 - Jul 2022*
Spring Software Intern
- 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 **(React, Express, MongoDB, NodeJS)**

Leonardo - Remote, UK
Technology Intern   *Jul - Aug 2021*
- Designed a Python Program, to move a robot around a room and perform various tasks without bumping into obstacles

Projects

Onsite   *Jul 2022 - Present*
- Designing and developing a mobile application with 3 friends that will help university students be able to connect with other student lead business on their campus **(Figma, React Native, AWS Amplify)**

Bed Wetting Alarm System   *Apr 2022 - May 2022*
- Worked in a group to develop a Bed wetting Alarm System for the elderly, which was used to provide an early warning to prevent the number of elderly accidents
- Using **C++**, we programmed a sensor on a microcontroller to sound an Alarm as well as flash an LED, when the resistance of a resistor increased due to the conductivity of urine

Prescription Counter   *Oct 2021 - Dec 2021*
- Built a small prescription counter for my Fathers Pharmacy to help reduce the time take to count them
- Developed the application using **Python**, and a GUI using tkinter. Employees simply the number of items on each prescription. The program return total number of items and scripts
- Application reduced the amount of time take to count prescriptions every month by **20%**

Extra-Curricular

Warwick AI Society   *Oct 2021 - Jan 2021*
Software Developer
- Working in a group of 20, we collaborated together to develop a gesture controlled drone to fly around a 500 seat lecture theater
- Using a **Raspberry Pi** that was connected to a camera, and different **OpenCV** libraries from **Python**, that detected hand motion, we developed a program to control the drone