

Osi Obomighie

Eligible to work in the UK and USA

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Portfolio: <http://osiobomighie.tech/>

EDUCATION

Warwick University
Predicted Grade: 1st Class

BEng Systems Engineering
Oct 2021 – Jun 2024

Reading School
Mathematics: A, Physics: A, Chemistry: A

A Levels
Sept 2019 – May 2021

TECHNICAL SKILLS

Languages: Python, JavaScript, HTML/CSS, SQL, C#, C++, MATLAB

Frameworks: React, Redux, NodeJs, ExpressJs, Bootstrap, Tailwind CSS, Material UI, Unity, Django

Databases: MongoDB, PostgreSQL

EXPERIENCE

Software Engineer Intern

July – Current

Ford Motors

- Working in the rapid digital prototyping team, where I am working on the In-Vehicle Entertainment Project.
- Designing a multiplayer 4DX arcade racing game for the IOS app store using **Unity** game engine and **C#**.
- Using **python** to program a raspberry pi and web sockets to provide proof of concept of how the 4DX system in a car.

Software Spring Intern

June – July 2022

Lloyd's Bank

- Developed my knowledge on how banking company's are starting to use more technology to provide services for their customers.
- Designed a program using **python** libraries **numpy**, **pandas** and **matplotlib** to analysis data of 12000 different simulated bank transaction.
- Produced a video calling application. Developed the application in a group using the **MERN stack**, the application included 2 factor authentication

Technology Intern

July – August 2021

Leonardo Company

- Designed a **Python** program to control a robot, to move around and perform various tasks, without bumping into obstacles
- Shadowed a software engineers to develop a greater understanding of the software development cycle.

Technology Intern

June 2019 – July 2019

Hitachi Europe

- Worked with Social Innovation Group on the Isles of Sicily's Project as well as the Security Business Group on Hitachi new Finger Vein Technology.
- Tasked with data collection and entry as well as cleaning, and manipulating the data gathered using excel
- Learnt project management skills to manage software development like Agile and Kanban and Scrum.

PROJECTS

Onsite

July 2022 – Current

- Currently developing a mobile application using **Figma**, **React Native** and **AWS Amplify** to help students find student business's in university.

Naruto Notions

May 2022 – July 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

Bed Wetting Alarm System

April 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 elderly from causing an accidents
- Using **C++**, we programmed a sensor on a micro controller to sound an Alarm as well as flash an LED, when the resistance of a resistor increased due to the conductivity of urine.