Osiregbemhe Obomighie

07591966580 | Email | LinkedIn | Github | Portfolio

Education

Warwick University   BEng Systems Engineering
Predicted Grade: 1st Class   *Oct 2021 – Jun 2025*
- *Societies: Warwick AI, Warwick ACS, Warwick Bears Basketball Club*
- *Relevant Courses: Computer Architecture and Systems, Intelligent System Design, Advanced Software and Systems Engineering, Data Analytics, and Engineering Mathematics, Operating Systems and Computer Networks*

Technical Skills

Languages: Python, TypeScript, C/C++, Java, MATLAB, C#, Dart, SQL, GraphQL, MATLAB
Frameworks: Git, React, NodeJs, ExpressJs, Django, Firebase, Flutter, Strapi, Unity, MongoDB, PostgreSQL, MySQL

Experience

Software Engineer Intern   July 2023 - June 2024
Hewlett Packard Enterprise   *Bristol, UK*
- Incoming software engineer intern for Hewlett Packard Enterprise Green lake team

Mathematics and Computer Science Tutor   November 2022 - Present
MyTutor   *Remote, UK*
- Prepared and conducted weekly lessons for repeated GCSE students in Mathematics and Computer Science
- Effectively communicated and demonstrated challenging programming concepts in **Python**

Software Engineer   Oct 2022 - Present
Butterfly   *Coventry, UK*
- Collaborating with other student developers to create a social media app to allow for greater connectivity
- Reforming the back end using **Dart** and **Firebase** to handle more requests and have greater scalability as we start expanding into more universities
- Published on both App store and Play store and has gained over **1000 downloads** since its release in September

Software and Electronics Engineer   Oct 2022 – Present
Warwick Hyperloop   *Coventry, UK*
- Designing the new software systems and refactoring old systems within the large scale hyperloop using **C++** and **Python**
- Performing data analysis using **Numpy**, **Pandas**, **Matplotlib**, and **MATLAB** to reduce lag between the motor and the maglev system by **10%**

Software Engineer Intern   Jul 2022 – Sept 2022
Ford Motor Company   *London, UK*
- Designed a 4DX racing game for Ford's Sync System using **Unity Game Engine** and **C#**. Achieved a **60% decrease** in latency compared to Ford's original application
- Programmed micro-controllers using **Python** and **C/C++** to simulate how the cars systems responded to game events
- Ford's IOT team has now taken over the prototype in California with the hopes of releasing a proper application in the future

Software Engineer Intern   Jun 2022 – Jul 2022
Lloyd's Banking Group   *Remote, UK*
- Utilized **Python**, **Pandas**, and **Matplotlib** to clean and analyze **12000** simulated bank transactions and presented findings
- Developed a video calling application to help older members of the public talk to someone in the bank customer care virtually
- Designed simple front end using **React**, which would make API calls to **NodeJs**, **ExpressJs** back end, and **Web Sockets** to connect users together

Extra-Curricular

Imperial College AC Hackathon | *ReactJs, Apache, Tensorflow, PyTorch, Python, Flask*   November 2022
- Placed **3rd** at Imperial College AC Hackathon. Designed a web application using that would provide a score based on image recognition and conversations with an AI Chatbot
- Trained the chatbot using **sentiment analysis** to accurately give a score, which will change during the day based on brief conversations with the user
- Developed a recommendation system with **collaborative filtering** that would suggest different activities to increase the users' mood score

JP Morgan Code for Good Hackathon | *Flutter, Firebase, Dart ,Git*   October 2022
- Placed **1st** in the J.P Morgan Hackathon. Developed a social media app for deafblind individuals
- Leveraged **Firebase Firestore** to store users' posts and render them on the front end along with the comments and posts likes
- Utilised **Google's speech-to-text API** to allow users to comment on posts. Also implemented **Google's Vision AI** on the backend to describe the photos displayed

Kingdom Code: Build Hackathon | *TypeScript, React, GraphQL, Strapi, PostgreSQL,Git*   October 2022
- Placed **1st** in Kingdom Code Build Hackathon and developed a full-stack web application for a food bank company
- Engineered an application, which recorded the number of items the food bank currently had within trays and the location of trays within warehouses
- Designed a QR Code scanner component that would query items against existing **PostgreSQL** databases if present or populate forms with data from the **Nutritionix API**.

Projects

Naruto Notion | *JavaScript, NodeJs, ExpressJs, MongoDB ,Git* | Github Code   May 2022 - July 2022
- Launched an anime blog so that people can come to discuss anime they have watched, or give fan theories on anime or manga they are currently watching
- Designed a **RESTful API** that fetches users' posts from the database allowing other users to read them and provide comments
- Integrated the **third-party API Disqus** to allow users to be able to leave comments under each other's posts