Otis Opoku

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EDUCATION

Lehigh University - Bethlehem, Pennsylvania, USA   Graduating May 2026
Major: Electrical Engineering   **Honors**: Dean's List   **GPA**: **3.8**1
Minor: Computer Science

Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Software Engineering
Web Development, Linear Methods, Calculus

Organizations: NSBE, *Member*, Lehigh University ❖ **CodePath**, *Member* ❖ **IBM Z Club**, *Member*, Lehigh
University ❖ **Color Stack**, *Member*

TECHNICAL SKILLS

- **Programming languages**: Java, Python, TypeScript, C/C++
- **Technologies**: Git, PostgreSQL, APIs, Flutter, React.js, CSS, HTML, Bootstrap, Chakra UI

EXPERIENCE

Microsoft, Incoming Explore Intern | *Xbox Team*   May 2024 - Aug 2024

STEM-SI, Lehigh University | *Research - [Research Poster](#)*   May 2023 - Aug 2023

- Collaborated with a multidisciplinary team of faculty and three members to investigate the role of surfactants in diverse applications, including dishwashing, food products, and shaving creams

- Discovered that surfactants are responsible for foam stabilization, texture enhancement in mayonnaise, and the emulsification of oil in water for improved cleaning efficiency

- Developed effective communication and teamwork skills by collaborating with experts from different disciplines, contributing to a cohesive research effort

PROJECTS

The Buzz | *React, Flutter, PostgreSQL, Dokku, Java Spark Framework*   Jan 2024 - Present

- Collaborating with a cross-functional team of four to build a scalable mobile and web social media app
- Enhanced user security by implementing OAuth2 with Google IDs, ensuring robust authentication and safeguarding user data
- Ensured code reliability through rigorous testing protocols, including unit and integration tests
- Deployed application on Dokku for scalable cloud hosting

RAWGify | *React, Chakra UI*

- Built a video game discovery platform mirroring RAWG's functionality for an immersive user experience
- Integrated the RAWG API to fuel the platform with real game data, genres, and visuals
- Implemented search and sorting functionalities to streamline game discovery

Robot Control | *Python*   **github.com/Otisopoku/robot-control.git**

- Configured a functional robot using CamJam EduKit 3 and a Raspberry Pi
- Utilized Python programming language to control the robot's movements, effectively leveraging the *gpiozero* and *time* modules to manipulate its actions and responses