

PATIENCE QUARTEY

SOFTWARE DEVELOPER

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Objective

An aspiring software developer with a passion for coding and problem-solving, equipped with hands-on experience online courses and projects. Seeking an entry-level position to leverage my skills in Python programming, to contribute to your organisation's success and continue growing as part of a dynamic team. Currently completing a JavaScript and 'Web Responsive Design' Certifications and intend to complete Front-end and Backend Development Certifications by Summer 2025.

Skills & abilities

Programming Languages: Python

PROJECTS

TREASURE ISLAND PROJECT

As part of the 100 Days of Coding Challenge, I developed a Treasure Island game. This project involved creating an interactive adventure game where players make choices to escape a mysterious island.

Key Features:

- I Implemented if/else and elif statements to handle multiple player choices and game outcomes.
- Utilised logical operators to create complex conditions and ensure accurate game flow.
- Managed game data with variables to track player progress and inventory.
- Developed nested statements for a more nuanced decision-making path and interactive storytelling for the user.

Technologies Used: Python

Skills Demonstrated:

- Proficiency in Python programming.
- Ability to write clean, efficient, and logical code.
- Strong problem-solving skills.
- Ability to develop interactive gaming.
- Familiarity with control flow and decision-making structures.

AUTOMATIC PIZZA ORDER PROGRAM

As part of the 100 Days of Coding Challenge, I developed a dynamic automatic pizza order program that calculated the user's final bill based on their selections. This program ensured a seamless and user-friendly experience by handling various inputs and conditions.

Key Features:

- Utilised if/else and elif statements to manage the selection of pizza size and toppings, providing accurate billing.
- Applied logical operators to build complex conditions, ensuring precise calculations and choices.
- Accounted for user input variations by handling both uppercase and lowercase entries.
- Incorporated options for additional toppings like cheese and pepperoni, adjusting the final price accordingly.

Technologies Used: Python

Skills Demonstrated:

- Proficiency in Python programming
- Expertise in writing logical and efficient code.
- Strong problem-solving abilities.
- Experience in developing user-friendly interfaces.
- Proficiency in handling varied user inputs and control flow structures.

TIPPING CALCULATOR PROJECT

I created a tipping calculator that accurately splits a bill and calculate tips among multiple people. The calculator accommodates a few tip percentages but ensures precise billing.

Key Features:

- Limited tipping options to **10%, 12%, and 15%** for user convenience, while allowing for any custom amount input, in dollars.
- Utilised the **float function** for user input, ensuring accurate calculations with decimal values.
- Implemented the **round function** to output the final bill and tips to the nearest two decimals for clarity.
- Followed **best practice naming conventions** to maintain clean and readable code.
- Printed detailed billing information per person.

Technologies Used: Python

Skills Demonstrated:

- Expertise in handling numerical data and precision calculations.
- Strong problem-solving skills.
- Experience in developing user-friendly applications.
- Ability to manage and present detailed financial information clearly.
- Adherence to coding best practices for maintainability.

ROLLER COSTER PARK BILLING PROJECT

I created a comprehensive billing program for a roller coaster park that evaluated users' eligibility based on height and calculated ticket prices based on age, with additional options for extra services.

Key Features:

- Checked **user height** to determine ride eligibility, ensuring safety by allowing only users 120 cm and over.
- Applied **age-based pricing** to set ticket costs, with a special provision for users aged 45 to 55 to ride for free.
- Included options for **additional services**, such as having a photo taken, adding extra costs to the final bill.
- Utilised **logical operators and mathematical operators**, for accurate calculations.

Technologies Used: Python

Skills Demonstrated:

- Advanced proficiency in Python programming.
- Expertise in using logical and mathematical operators for complex conditions.
- Strong problem-solving skills.
- Experience in developing user-centric applications.
- Ability to manage detailed financial calculations and user inputs.

'ROCK, PAPER, SCISSORS' PROJECT

I created an interactive 'Rock, Paper, Scissors' game, where the player competes against the computer. The game uses randomisation and decision-making logic to determine the outcome of each round.

Key Features:

- Implemented **if/else and elif statements** to handle the game's decision-making process.
- Utilised the **Random module** to generate the computer's choice, ensuring a fair and unpredictable game.
- Employed the **print function** to display ASCII art representing the user's and computer's choices, enhancing the game's visual appeal.
- Used the **print function** to inform the user whether they won, lost, or tied in each round, providing clear and immediate feedback.

Technologies Used: Python

Skills Demonstrated:

- Proficiency in Python programming.
- Expertise in control flow and decision-making structures.
- Ability to work with randomisation and user input.
- Creative use of ASCII art to improve user experience.
- Strong problem-solving skills and attention to detail.

Availability

I am available for contact via phone I am available for contact via email all day and via phone after 04:00PM, Mondays-Fridays (available all day on Weekends.). Please email to arrange phone contact for Monday-Friday between 8AM – 4PM.

References

References are available upon request