

Prince Okyere-Ababio

614-928-5314 | okyere-ababio.1@osu.edu | [Linkedin](#)

EDUCATION

The Ohio State University

Columbus, OH

Bachelor of Science in Computer Science, Morill Scholar, Choose Ohio First Scholar, AIT Scholar

May 2027

Relevant Coursework

Software 1: Software Components, Engineering Math A, Fundamentals of Engineering, Programming Java

EXPERIENCE

Software Developer Intern

January 2025 – Present

Worthington Enterprises, Inc

Columbus, OH

- **Modernizing legacy application architecture** by upgrading the outdated model to a scalable and efficient new model, improving performance and maintainability.
- **Upgrading React Native framework** to the latest version, resolving compatibility issues and ensuring seamless integration of new features for improved user experience.
- **Collaborating with cross-functional teams** to identify and address technical challenges during the migration process, ensuring adherence to best practices and project timelines.

Software Engineer Intern

May 2024 – August 2024

Hive Networks, Inc

Cincinnati, OH

- Designed and developed automated test scripts using **JavaScript** and **WebDriver.io**, increasing testing efficiency by **40%** and ensuring the reliability of production code.
- Wrote and executed SQL queries to analyze and verify database integrity.
- Implemented CSS-based element identification in automated test scripts, enhancing test accuracy by **20%** and improving maintainability.
- Debugged code and identified critical bugs early, reducing manual testing time by **7** hours per week and maintaining a **95%** code quality score across the development cycle.

Undergraduate Research Assistant

May 2024

The Ohio State University

Columbus, OH

- Developed a desktop application using **Python**, **Tkinter**, and **SQLite** that enabled professors to build and customize college courses.
- Researched and experimented with various application development methods, including mobile and desktop platforms.
- Created a detailed report and presented the application on campus, highlighting its features and benefits to faculty and peers. Communicated technical concepts to a broad audience.

PROJECTS

Connect 4 | *MATLAB*

April 2024

- Created a completely functional Connect 4 desktop game using Matlab.
- Developed a user-friendly interface that improves the player experience by utilizing SimpleGameEngine built from Matlab, providing smooth gameplay and visual appeal.
- Conducted thorough testing and debugging to guarantee game stability and remove any potential game-breaking edge cases.

Caesar Cipher | *Python*

October 2023

- Successfully coded a Caesar Cipher algorithm in Python, leveraging string manipulation techniques and built-in functions to achieve character shifting.
- Developed the cipher as a modular function, accepting input text, key, and encryption/decryption mode as parameters, enhancing code maintainability and re-usability.
- Implemented loop structures and index-based character manipulation to traverse the input text, and shift characters by the specified key, resulting in a fully functional Caesar Cipher.

TECHNICAL SKILLS

Languages: Java, Python, Microsoft SQL Server, SQLite, JavaScript, HTML/CSS, TypeScript, React.Js, React Native

Software: Git, Azure DevOps, VS Code, Selenium, XCode