Antoine Missoup Konga

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Education

University of Ottawa   Sep.2023 - current

Major in BASc Software Engineering (CO-OP)
- **Relevant coursework**: Data Structure and Algorithms, Computer Architecture, Intro to Software Engineering, Intro to Object Oriented Programming, Digital system, Operating System, Software Quality Assurance.

Professional Experience

Data Analytics Intern, Equity BCDC   Sep 2025 - Dec 2025
- Built several Power BI dashboards to monitor key financial and operational indicators, collaborating with analysts and subject-matter experts to select relevant metrics and design impactful visualizations.
- Developed an internal PowerApps tool to streamline client-service workflows, implementing advanced logic and overcoming low-code platform limitations to automate complex tasks.
- Created robust semantic models in Power BI using data extracted via SQL, improving data accessibility and supporting decision-making for risk, compliance, and business-line teams.

Full-Stack Developer, Chanas Assurances S.A   Jan 2025 - Apr 2025
- Developed features using React.js and custom WordPress themes, delivering responsive and modern UI components.
- Built and consumed REST APIs to connect the React front end with WordPress/PHP backend data.
- Implemented basic backend logic in PHP (data handling, form processing) and worked with MySQL.
- Applied basic security best practices by validating inputs and improving form handling to reduce common web vulnerabilities.
- Optimized front-end performance through component refactoring, asset optimization, and improved load times across browsers.

Automation Tester Inter, GlorySec   Apr 2024 - Août 2024
- Developed and executed Nightwatch.js end-to-end and regression suites for NEICS Web across DEV/QA.
- Authored XUnit/C# unit tests with NSubstitute mocks and performed API/database testing for ASP.NET Core services.
- Managed test cases, CI/CD pipelines, bug tracking, and pull requests through Azure DevOps.
- Led the full migration of the Nightwatch.js automation suite to Playwright, including helpers, commands, and test flows.
- Delivered a Playwright demo to the QA and development teams, securing approval to migrate the entire repository.
- Enhanced automation reliability by adding data-test-ids, improving HTML/CSS structure, and refining page-object

Relevant Project

Android Mobile App Development | Git, SQL, Java, XML, Android Studio, Github, Espresso
- The application uses **SQLite** to manage data, ensuring full autonomy synchronization.
- Using Android Activities for Mobile Application Functionality; **Espresso** for Unit Test.
- The project includes UML diagrams (activity, class, sequence, state).

Pistol Game 2D — Personal Project (Python)
- Developed a 2D shooting game in Python, structured with modular scripts (player, monster, projectile, main loop).
- Designed core gameplay mechanics including movement, enemy behavior, collision detection, and projectile physics.
- Managed game assets and implemented an expandable architecture to support future levels and features.
- Hosted and version-controlled the project on GitHub.

Skills & Certifications

Meta Full-Stack Developer   By Coursera.
- Django | Javascript | React | Server-side Programming | API

Certificate of Completion SDF-TS Training Cohort 1   By Wouessi Inc.
- Python | PostgreSQL / SQL | Natural Language Processing (NLP)

Proficient with **Python**, **Java**, **C++**, **C**, **Java**, **Javascript**, **Bootstrap**, **SQL**, **Django**, **React**, **Node.js**.

Experienced with version control, **Git**, **Android studio**, **Microsoft Office** and more references can and will be provided upon demand.