CHIEMELIE NZELIBE (REUBEN)

PERSONAL DETAILS

Date of birth: 28 December 2002
Place of birth: Dublin, Ireland
Current Address: Wrocław, Poland
Mobile: +48 791 690 963
Email: Chiinzelibe@gmail.com
Nationality: IRISH

PROFILE SUMMARY

Current penultimate undergraduate student enrolled in electronics and computer engineering with experience in diverse coding programs and excellent problem-solving skills. Seeking to build technical skills and gain industry experience.

EDUCATION

Wrocław University of Science and Technology, Wrocław, Poland **(2019 – current)**
Undergraduate Major: **Electronics and Computer Engineering**
Expected Year of Graduation: 2024

SKILLS

- Knowledge and experience working with programming languages such as: C++, C language, Python, Java, Basic HTML/CSS, MySQL(basics)
- Proficient in the use of software such as: MATLAB, Wolfram Mathematica
- Basic-Intermediate understanding of Control systems engineering
- Experience with hardware design software such as: AutoCAD, Altium designer etc
- PCB design experience intermediate
- Experience and Basic/Intermediate knowledge of electronic components.
- Ability to solder THT.
- Basic knowledge of Linux/Windows operating systems (Programing RTOS using C language)
- Great written and oral communication skills
- Ability to work independently and in a collaborative environment
- Possess multitasking capabilities
- Possess analytical and problem-solving skills
- Enthusiastic about learning and coding
- Native English speaker(C1)

ACADEMIC PROJECTS

Artificial Intelligence and Computer Vision Project **(October 2022- December 2022)**
Objective: Develop a way to interact with a game using hand gestures, leveraging computer vision and artificial intelligence technologies.

- Collaborated with team member to build game control using hand gesture detection with python/OpenCV
- Developed a basic snake game using pygame library, where the player controls the snake's movement using hand gestures
- Optimised the hand detection algorithm to accurately detect hand gestures in real time resulting in better response time
- Delivered working prototype on schedule

Robotics Project **(October 2022- December 2022)**
Objective: Develop a lidar-based mapping robot utilizing the Optitrack motion capture system and implementing the SLAM method for autonomous navigation.

- Collaborated with team members to make a Lidar based mapping robot based on tracked chassis utilizing optitrack motion capture system
- Utilized SLAM (Simultaneous localization and mapping) method for autonomous vehicles
- Localized robot using Optitrack motion capture system to obtain the position and orientation of the robot
- Mapped the surrounding area of the robot using Lidar sensor
- Visualized the Synchronized data using MATLAB to obtain clear information of the robot and the surrounding of the area

Optoelectronics Project **(October 2022- December 2022)**

Objective: Design and build a laser-based security detection system using Arduino

- Worked with team to design and assemble hardware components for laser-based security detection system
- Programmed the system using Arduino IDE to detect any breach of the laser beam according to chosen criteria
- Demonstrated strong problem-solving skills by troubleshooting and resolving hardware and software issues, ensuring smooth functioning of the system
- Conducted testing to validate the systems effectiveness and reliability

WORK EXPERIENCE

Office Clerk **(July 2020- August 2020)**

Fidfund Microfinance Bank, Abuja, Nigeria

- Maintained and regularly updated customer records resulting in accurate information
- Managed customer enquiries via emails and phone calls resulting in timely responses to customers
- Sorted and distributed mails and documents

Engineering Diploma Thesis

A Comparison of Parameterizations of Rotation Matrices in Robotics

INTERESTS

Sports including basketball, football and table tennis
Web development(basic-intermediate)
Object oriented programming(basic-intermediate)