# 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
- Proficient in developing websites using HTML, CSS, and JavaScript, with ongoing learning in Node.js, TypeScript, and React.js.
- Familiarity with MySQL for database management
- Knowledge and experience in programming languages including C++, C language, Python and Java, ranging from basic to object-oriented proficiency.
- Skilled in utilizing MATLAB and Wolfram Mathematica for data visualization and calculations
- Basic knowledge of Linux/Windows operating systems, including programming Real-Time Operating systems (RTOS) using C.
- Familiarity with Artificial Intelligence (AI) and Computer Vision
- Excellent written and oral communication skills
- Ability to work independently and in a collaborative environment
- Possess strong multitasking capabilities
- Possess analytical thinking and problem-solving skills
- Enthusiastic about continuous 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

## JavaScript Project
Objective: Get familiar with the use of JavaScript, Html and CSS.
- Create a personal website with the use of Html, CSS, and JavaScript for responsiveness
- Created a Calculator with the basic functionality with the use of Html and CSS and JavaScript for the main calculations
- Created a Dating website with Html and CSS and bootstrap to understand how webpages can be designed
- Currently working on a creating a website with the use of react.js to become familiar with said framework
- Created a website that spins two dice and selects a winner which can be used to settle basic arguments etc.

## Python Project
Objective: Get familiar with the use of python (Classes, OOP (object-oriented programming).
- Created tic-tac-toe game using the basic python functionalities.
- Created a snake game using pygame library
- Currently working on creating a basic 2D adventure game to properly understand pygame in depth.
- Created an anime trivia game using python and Json

Java Project
Objective: Get familiar with the Java for multiple functionalities
- Created a password checker/ password generator using Java

## 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