Shadrack Agyei Nti

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EDUCATION

Ashesi University　　　　　　　　　　　　　　　　　　　　　　Berekusu, Ghana
Bachelor of Science in Computer Engineering　　　　　　　　　　　*Sep 2022 – Jun 2026*

- **Relevant Coursework**: Object Oriented Programming, Computer Programming for Engineering, Foundations of Design Thinking, Multivariable Calculus & Linear Algebra, Discrete Structures & Theory

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, Flutter/Dart, Latex
Worked with: Figma, VS Code, Android Studio, PyCharm, IntelliJ, Notion, MatLab, Solidworks, Turtle

EXPERIENCE

Computer Programming Tutor　　　　　　　　　　　　　　　Jan 2024 – Present
Ashesi University　　　　　　　　　　　　　　　　　　*Accra, Ghana · Remote*

- Provide tutoring for 20+ students for the course Introduction to Computing Programming (in Python).
- Helped students build problem-solving skills by breaking down complex programming problems into manageable steps and encouraging them to think critically about problem-solving approaches.

Engineering Coach, Ashesi Innovation Experience　　　　　Jul 2023 - August 2023
Ashesi University　　　　　　　　　　　　　　　　　　*Accra, Ghana · On Site*

- Coached high school students in engineering design,emphasizing the importance of the design cycle and prototyping leading to the creation of a functional conveyor belt system.
- Guided 20+ students through C coding in Arduino, taught them to debug code increasing their efficiency in coding C enabling them to code for the maneuverability of the conveyor system in 2 days
- Broke down the process of laser cutting and 3D printing into easily understandable chunks which enable over 15+ students 3D print and laser cut in the same day.

Public Relations and Communications Intern　　　　　　　Jul 2023 - August 2023
UniGhana　　　　　　　　　　　　　　　　　　　　　*Accra, Ghana · Hybrid*

- Handled outreach engagements by planning visits to senior high schools ensuring timely delivery and minimizing costs.
- Created visually appealing posters and flyers in addition to managing socials leading to a 100% increase in follower count, increased engagement across all socials, and a 100% turnout rate for events.

PROJECTS

NASA Mars Perseverance Rover | *C, C++, MIT App Inventor, GitHub*　　Apr 2023 – May 2023

- Designed and implemented custom navigation algorithms in a team of five (using C/C++) for a Mars Rover model, achieving 90% obstacle avoidance accuracy, focusing on software efficiency and algorithm precision.
- Enhanced sensor data processing and integration, leading to a 30% faster response time by refining algorithms and leveraging Arduino libraries for efficient sensor utilization.
- Utilized MIT App Inventor to develop a mobile app for the Mars Rover's remote control, enabling precise navigation and operational commands via Bluetooth, enhancing the rover's real-time feedback and control capabilities.

Ludo Game | *Python*　　　　　　　　　　　　　　　　　　Nov 2023 – Dec 2023

- Designed and implemented custom navigation algorithms in a team of five (using C/C++) for a Mars Rover model, achieving 90% obstacle avoidance accuracy, focusing on software efficiency and algorithm precision.
- Implemented object-oriented programming concepts to model game entities and behaviours, using classes for player representation and game state management, enhancing code modularity and readability

EXTRACURRICULAR

Outreach Committee Member, Ashesi Student Council	Jan 2024 – Present
President, Ashesi Chess Association	Jan 2024 – Present
Library Assistant, Office of Student Life and Engagement	Sep 2023 – Dec 2023