

Adam Fenjiro

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Education

Bachelor of Science: Computer Science and Management Information Systems, Minor in Mathematical Science
Departmental GPA: 3.52 **Expected Graduation: May 2025**

Michigan Technological University—Houghton, MI

Relevant Coursework: Intro to Programming 1 and 2, Data Structure, Discrete Structures, Formal Models of Computation, Calculus 1 and 2 with Technology, Linear Algebra

Honors: ITA All-Academic Team, ITA Scholar-Athlete honors, MIS Alumni award, Dean's List

Athletics: Men's Varsity Tennis Team

Work Experience

Front-End Research Intern, MTU (CSS, TypeScript, ReactJS) – Houghton, MI, USA **May 2023 – Aug 2023**

- Designed and built a large-scale, dynamic, and interactive online book from scratch using ReactJS and TypeScript.
- Implemented user-centric features that significantly improved the learning experience and reduced the learning curve for complex concepts, ensuring a more accessible and user-friendly educational platform.

Software Engineer Intern, ONCF (C#, SQL) – Rabat, Morocco **Jul 2022 – Aug 2022**

- Created a database that contains traveler's data using SQL Server Management Studio and linked the database to a C# application that I developed to edit traveler's data.
- Unit tested the methods as well as the accessibility to the SQL database to ensure that all my code was working.

WTA Official, Grand Prix Sar Lalla Meryem (Java) – Rabat, Morocco **May 2022 - June 2022**

- Designed and developed a program using Java for file processing received from the tournament's photography team to PNG-type file.
- Managed the official WTA Instagram account of the tournament, and enhanced the growth of the account by 90%.
- Greeted WTA players and responded to their inquiries, requests, court bookings, and issues in a timely, personal, friendly, and efficient manner.

Projects

Personal Portfolio (TypeScript, ReactJS, CSS, Vite) – Personal **Jul 2023**

- Designed and developed my personal portfolio website using TypeScript, ReactJs, CSS, and Vite, showcasing an aesthetic and modern design while ensuring a seamless user experience and responsiveness.

GameHub (TypeScript, CSS ChakraUI, Axios, ReactJS) – Personal **Jun 2023**

- Developed GameHub, a feature-rich responsive web application using React and TypeScript, styled with CSS and Chakra UI, and powered by data from the Rawg API. Implemented custom React hooks to efficiently handle and utilize data from the Rawg API.
- Created a dynamic user experience with light and dark mode options, genre and platform filtering, and sorting features by relevance, new releases, and alphabetical order, enhancing the user's ability to discover new games seamlessly.

Weather Flipper (HTML, CSS, JavaScript, VantaJS) – Personal **May 2023**

- Developed Weather Flipper, a visually engaging web application that combines a flip clock with real-time weather data to provide users with a seamless experience of checking the time and weather in their selected city.
- Implemented dynamic theme switching, automatically adjusting the color scheme based on the current weather conditions of the selected location, creating a visually immersive interface with light mode for daytime and dark mode for nighttime or cloudy conditions.
- Integrated the Visual Crossing Weather API to fetch accurate and up-to-date weather information, including the current temperature, weather condition, and corresponding weather icon, offering users real-time insights into the weather at their desired location.

Volunteering

Tech Tutor (Volunteering) – Houghton, MI **Jan 2022 – Current**
Programming, Mathematics, and French tutor

- Taught basic concepts of programming, mathematics, and French to kids from 11 to 16 years old in individual tutoring sessions.
- Helped explore French, provided homework assistance, and gave exam preparation tips.