Austin Chiwambo austinchiwambo@outlook.com +44 07368205042

15 Wood street, Kingston upon Thames KT1 1TY

Portfolio site link: https://austinc17.github.io/portfoliositenewsep23/portfolio.html

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Experience

Hybrid EMEA generative AI dev day at Amazon web services(November 14th 2023)- At this event I learned about foundational models such as Amazon bedrock used By AWS to make generative AI in addition to also learning about vector and contextual databases using Python

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Projects

American football training simulator game- using the python programming language I coded a game similar to space invaders in which the user can move a player left and right using the arrow keys and throw the ball using the space bar to AI controlled players which move in random alternating directions to catch the ball. During the development of this project, I used object-oriented programming to assign player attributes as well as functions to code the AI's movement and to throw and catch the ball using collision detectors and button/key mapping as well as coordinates and the tkinter GUI to create windows and images for the players and background for the game to be ran on. In addition to this during development I provided written documentation of the entire process and worked using an agile development methodology.

Space pong Game- I also coded a game similar to the pong game Using the python programming language paired with the external pygame library. In this game two users can move a player up, down, left and right on a divided screen and the fire a limited number of projectiles at each other until one user is eliminated and the other wins. For this game I coded the movement using a function to bind the arrow keys

Portfolio website- Using HTML, CSS and JavaScript I developed a portfolio site which made use of transitions and images as well as drop down menus. In addition, on the back end I designed a contact me form which allowed the user to send messages which are then sent to the connected google sheet and lastly I used linked to allow a link to my linkedin and to download my cv once a button is clicked.

E-commerce store- Using HTML, CSS and JavaScript I developed a e-commerce store which made use of a slideshow/sliders to display the most popular items which the user can click to scroll through. Also, each type of clothing has its own section and once the user hovers over an item a transition effect displays the price along with a button which once clicked will add the item to cart. On the back end once the user clicks checkout they will be able to pay via stripe which is connected to the site

Social media site- Using HTML, CSS and javascript I developed a social media feed page which displayed pictures and videos and a nav bar and allowed the user to change their profile picture, change the theme of the website and change from light to dark mode in addition to making use of sliders/ slideshows AI lyric chatbot- Using Python I am currently developing an AI chatbot which allows the user to either enter song lyrics for the AI to output a song name or to enter a song name to output the lyrics along with also being able to input the artists name in order to output their albums

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Skills

Programming skills: Python (3 years academic experience), HTML, Java Script, SQL/ databases, Java, css, object oriented programming, react, node.js, git, virtual machine, Linux command line, github

Key skills: strong communication skills, strong critical thinking skills, strong problem solving abilities, strong team working abilities and customer service experience , independence, strong written communication, Microsoft office, high attention to detail and awareness

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Education and classes

Richmond The American University London: Bachelor's degree in Computer science expected to graduate 2026

Web Development class- During this class I developed my skills in HTML, CSS, Javascript, react and node.js

Introduction to programming class- During this class I learned the Java programming language in addition to object oriented programming

Data structures and algorithms- during this class I learned the fundamental data structures and algorithms including stacks, queues, arrays, linked lists, trees and more

Systems architecture- in this class I learned key structures and mechanisms of operating systems: Linux, UNIX, Android and Windows for corporate, personal and mobile systems

A levels: Economics (grade B), computer science, (grade C) and physics (grade D)

GCSE's: English language (6), Math (6), Computer Science (5), Physics (6), Chemistry (6), Biology (5), Business (8), Sociology (8) English Literature (7), Religious Education (8)