

Blessing Okeme

647-570-4114 | Blessing.okeme@outlook.com | linkedin.com/in/blessing-okeme-828030193 | github.com/blessing-okeme
blessing-okeme.github.io/Portfolio/

EDUCATION

Carleton University

Bachelor of Engineering: Software Engineering

Ottawa, ON

September 2017 – November 2022

UofT SCS Coding BootCamp

November 2023 – February 2024

TECHNICAL SKILLS

Languages: Java, Python, C, C#, MySQL, JavaScript, HTML, CSS

Frameworks/Libraries/Databases/Tools: React, Node.js, Express.js, Jest, JUnit, MongoDB, Mongoose, Sequelize, GraphQL, Apollo, Bash, Git, Bootstrap, ANT, REST API, MySQL, Springboot

Soft Skills: Problem Solving, Teamwork, Independent, Self-Motivated, Time Management, Adaptability

EXPERIENCE

Software Engineer co-op

Nav Canada

January 2020 – April 2020

Ottawa, ON

- Automated the testing of the user interface using TestFx to ensure that all the components in the user interface functioned as expected which resulted in the overall testing being faster
- Tested new features using JUnit test
- Worked with an agile team to help prioritize and scope stories in the product backlog to ensure that the most important stories were worked on first which improved the timeliness at which important tasks were completed

Application Developer

Carleton University

September 2021 – April 2022

Ottawa, ON

- Developed and implemented new front-end features utilizing JavaScript to enhance user interactions, resulting in a significantly improved user experience
- Designed and implemented new back-end features in Java, leveraging optimized data structures and algorithms to enhance application performance and ensure optimal speed
- Tested new features using JUnit test

Freelance Web Developer

June 2023 – Present

Ottawa, ON

- Communicate with clients and discuss designs and functionalities needed for web application
- Create web applications using React.js
- Ensure clients satisfaction with the functionality, responsiveness and user interface of the web application

Software Developer

Radical AI

April 2024 – Present

Ottawa, ON

- As a Software Developer at Radical AI, I am leveraging technologies such as OpenAI, Node.js and React to develop ReX, an AI Coach who serves as a steadfast career companion for learners, offering personalized coaching, mentorship, and support throughout the various phases of their career lifecycle

PROJECTS

MERN STACK BikeME | *React, Bootstrap, Apollo, GraphQL, Mongoose, MongoDB, Node.js*

February 2024

- Designed an application that allows users to rent bikes
- Implemented the landing page using React and bootstrap
- Implemented the database and Backend using Mongoose, GraphQL and Node.js
- Github Link: <https://github.com/Levi-Man/bikeME>
- Live Server: <https://bikeme.onrender.com/>

NOTE TAKER | *JavaScript, HTML, CSS, Node.js, Express.js*

December 2023

- Designed a web application that allows users to take notes and save the notes
- Used JavaScript and express.js to setup the server
- Used JavaScript, html, css and bootstrap for the client side
- Github Link: <https://github.com/blessing-o/NoteTaker>

MINI SURVEY MONKEY | *Java, Springboot, HTML, CSS, JavaScript, ORM*

January 2022 – April 2022

- Designed the classes of the Mini Survey Monkey application and represented their relationship with each other
- Collaborated with other team members using git to implement the entity and controller classes, as well as the front end we designed for the Mini Survey Monkey application
- Project was developed in an agile team to ensure that all team members worked on all aspects of the projects

USER AUTHENTICATION AND ACCESS CONTROL SYSTEM | *Python*

October 2021

- Designed a system that grants Access and Permission to users based on the roles they have.
- Designed and implemented a password function that only allows secured password using python to decrease the chances of brute force attempt having success
- Designed and implemented a secure password file using a bcrypt hash function to ensure users password are encrypted which prevents easy access to users passwords

JUMPIN GAME | *Java*

September 2019 – November 2019

- Designed the classes of the JumpIN game and represented their relationship with each other
- Collaborated with other team members using git to implement the classes designed for the jumpIN game using java
- Wrote unit tests for all classes of the JumpIN game together with other team members using java