

Emmanuel Chee-zaram Okeke

Summary

As a Software Engineer with a background in Microbiology, my aim is to work collaboratively, learn, grow, and be committed in an environment that promotes innovation and lasting, sustainable goals while paying attention to the tiny details.

Experience

- Feb 2024 **Python Software Engineer**, *VOCUP*, Lagos, Nigeria (remote), Contract
Mar 2024
- Wrote, tested, and maintained Python code for the backend API of a dictionary app using Django and PostgreSQL
 - Setup application infrastructure on AWS
 - Manually configured an EC2 instance and deployed web applications to AWS
 - Leveraged system design and system architecture principles for application resiliency and security
 - Worked based on agile philosophies and scrum methodologies
 - My contributions helped improve deployment time, reduce technical debt, and cut room for human intervention and errors
- Jun 2023 **Backend Engineer**, *WIGIT*, Asanti region, Ghana (remote), Contract
Jul 2023
- Managed the project and monorepo throughout the software development life cycle
 - Headed backend application development in Go, using MySQL and Redis for a fast and responsive API
 - Integrated bank payments and financial service providers for easier and secure payment processing
 - Set up workflow and CI/CD pipelines with automation scripts and GitHub Actions
 - Configured EC2 instances and deployed web applications to AWS

Open-source Contributions

- nvim-silicon* **Plugin to create code images using the external silicon tool**
○ Wrote some code in Lua to enhance the format of notifications passed to the vim API - 2024
- minikube* **A tool to run Kubernetes locally**
○ Helped improve minikube tutorial for beginners - 2023
- APIToolKit* **A client for interacting with *APIToolKit* from Go apps**
GO Client ○ Made several code improvements by rewriting some deprecated functions - 2023
○ Improved the robustness of the CI workflow - 2023
- garble* **Obfuscate Go builds**
○ Made improvements to bash scripts used for test automation - 2023

Education and Certifications

- Feb 2024 **IBM DevOps and Software Engineering Professional Certificate by IBM**, *Coursera*
○ Composed and deployed applications using microservices, Kubernetes, Docker, and Openshift.
○ Practiced Test and Behaviour-Driven Development in Python.
- Aug 2022 **Full-stack Software Engineering Certificate**, *Africa Leadership X*, Nairobi, Kenya (remote)
Sep 2023 ○ A one-year intensive, fast-paced, project-based, agile-oriented peer-learning curriculum.
○ Specialization in backend (Node.js, Typescript, Python, C, Bash, Nginx, HAProxy, MySQL)
- 2017 - 2021 **Bachelor of Science Microbiology**, *Joseph Sarwuan Tarka University, Makurdi*, Benue, Nigeria
○ Amongst the Top Graduating Students, Department of Microbiology and College of Science
○ Overall CGPA 4.44/5

Technical Strengths

- Languages Go, Python, Bash, SQL, C, Lua
Go & Python Developing APIs using agile methodologies. Unittesting and Benchmarking
CI/CD GitHub Actions, Tekton, ArgoCD, Openshift Pipelines

Cloud	AWS, IBM Cloud
DBMS	MySQL, PostgreSQL, Redis, MongoDB
Linux	Arch, Ubuntu, Nix
Containers	Docker, Kubernetes, and Vagrant for virtualization
Frameworks	GIN, Flask, Django
SCM	Git, GitHub, GitLab, in branching, rebasing, PRs, and conflicts
Observability	Prometheus
Tools	Neovim

Projects

kataposis	A logging library for Go applications with database integration - Go
tRash	A simple shell based off sh - C, Bash
wlog	An easy-to-install CLI logger for saving and sharing notes with self and team mates during development - Python, Bash
playground	Learn tips/tricks on algorithms with usable code examples - Go, Python, C
monty	A basic interpreter for Monty byte-codes C

Skills

Logic	Deep understanding of data structures and algorithms, with their implementations
Social	English native. Excellent communication and interpersonal skills
Work	Ability to debug, troubleshoot, and resolve complex technical issues. Analytical and problem-solving skills, and a love for emerging technologies to thrive in a flexible, collaborative, and fast-paced environment