

CHRISTIAN MICHAEL

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EDUCATION

***Bachelor of Computer Science
Software Engineering Stream***
Carleton University, Ottawa, Ontario

September 2012 - Present

- Entrance Scholarship (2012/13)
- Expected Graduation Date: July 2017

AVAILABILITY

Available for 4 – 16 months beginning May 2015

ADDITIONAL SKILLS

Technical Skills

- Extensive knowledge and experience with Java, C, C++, Objective C , Python, JavaScript
- Experience with Processing(Java), Prolog, HTML, CSS, Jade, Node.js, SQLite and MongoDB
- Extensive knowledge and experience with Node.js and Express framework
- Proficient in using tools such as “Valgrind” and “GDB” in the Linux environment to conduct white box testing when implementing programs using C/C++
- Developed a programming simulating library patron and book management system in C++ and implemented the Factory design pattern to allow dynamic and flexible creation of objects during the execution of the program
- Fluent in Scheme functional Programming
- Coded and published an Android application using Java, XML and the Eclipse IDE
- Fluent with Linux and Microsoft Windows terminal commands
- Implemented doubly linked lists in Java and C++ as well as other data structures
- Created a game of Tic-Tac-Toe on Linux Ubuntu platform utilizing bit manipulations in C to efficiently reduce the amount of memory used to store the game state while playing
- Applied the client-server model structure and TCP/IP communications protocols on linux ubuntu platform to develop a game of Twenty Questions using C, where the answerer answers with unix signals and the host can switch between answerer and questioner (server and client) depending on who won the round

Communication Skills

- Explained mobile development concepts using swift and Objective C to students who needed help with assignments and to further students understanding
- Clarified course materials for classmates which improved their understanding of the course work
- Communicated with office staff to understand which piece technical equipment needed to be fixed

- Fluent in English and Igbo languages

APPLIED PROJECTS

Software Developer

May 2014 – Present

World Map Brain Teaser

- Designed and implemented a countries trivia game for Android mobile devices using Java and XML
- Successfully published the game to the Google Play Store, receiving over 500 downloads
- Stored country names within an external file rather than in a traditional array, which enhances the speed at which the program matches user input and stored country names

WORK EXPERIENCE

Teaching Assistant

January 2015 – Present

Carleton University, Ottawa, Ontario

School of Computer Science Department

- Familiarize students with problem solving in computer science using Swift and Objective C.
- Guide and assist students in understanding course material and assignments
- Grade assignments submitted by students and give feedbacks

Technical Support

April 2010 – May 2011

Consolidated Micho Nig. LTD, Lagos, Nigeria

- Provided quality support for technical issues regarding office networks and printers, ensuring smooth business operations
- Efficiently responded to simultaneous requests from different members of the office, in a fast paced manner, demonstrating my ability to effectively prioritize duties
- Assisted in formatting and creating business request documents

INTERESTS

- Mobile development for Android and iOS
- Member of the HackerRank online competitive programming platforms, for the practice and application of concepts learned in class through solving coding challenges
- Participating in gym activities