

FARIDAH AKINOTCHO

Computer Engineering Student



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<https://github.com/dah-fari7009>

TECHNICAL SKILLS



Programming:

JAVA

1 2 3 4

C, OCaml

1 2 3 4

C#, Python3

1 2 3 4

Databases: SQL, MySQL,
PostgreSQL

Web: HTML/HTML5, CSS/CSS3,
JavaScript, PHP

Frameworks: ReactJS, JQuery,
NodeJS, ExpressJS, Symfony

Tools: Eclipse, Visual Studio Code,
IntelliJ, Sublime Text, Git

INTERESTS & ACTIVITIES



- Member of the Research Lab for Reliability and Security of mobile and cloud platforms (ReSeSS) since September 2019
- Volunteer as a family initiative to distribute clothes and food monthly in poor localities in Cotonou, Benin since 2010
- VivaTech conference attendee since 2016

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA

Master of Applied Science – Electrical and Computer Engineering

EXPECTED SEPT 2022

PARIS DIDEROT UNIVERSITY (P7)

Bachelor of Science – Computer Science

SEPT. 2016-JUNE 2019

Bachelor of Science – Mathematics

SEPT. 2016-JUNE 2019

TECHNICAL EXPERIENCE

TARGETED EXPLORATION, RESESS

MAY 2021 – ONGOING

- Investigating potential applications of guided Android app exploration to security (malware detection) and/or testing
- Gaining experience with state-of-the-art tools for Android static analysis, dynamic analysis and automated testing
- Exploring strategies to leverage formal methods and programming languages techniques to re-adapt existing tool for said applications

SOFTWARE ENGINEERING INTERN, TEXAVIE INC.

SEPTEMBER 2020 – APRIL 2021

- Joined the DataFeed team to work on tasks including signal processing, machine learning, 3D game design as well as app (desktop and web) development
- Gained experience with C# and Python for real-time programming, Unity for 3D game development as well as data processing and machine learning with Jupyter Notebook
- Maintained code repositories through Github issues opening and fixing, planned, and tracked for tasks completion with Jira, reported to supervisor and team members on daily basis

EQUIVALENCE CHECKING, RESESS

OCTOBER 2019 – JULY 2020

- Volunteered to handle implementation for a lab member's research on checking equivalence of Java programs statically
- Gained experience with state-of-the-art tools for formal verification, added features as well as identified and fixed bugs
- Maintained code base and repository for open-source release of tool (paper submitted and accepted)

A MAZ3D, A LABYRINTH GAME, P7

FEBRUARY 2018 – JUNE 2018

- Implemented customizable 3D maze with JavaFX in team of four, including multiplayer mode support
- Designed MVC architecture, handled 2D graphics and sounds, player-environment interactions
- Moderated meetings with supervisor, guided presentation for evaluation and volunteered for presentation to underclassmen