ELIAS ELIKEM IFEANYI DZOBO

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EDUCATION

Ashesi University	**Berekuso, Eastern Region**
BSc. Computer Science	**Expected Date of Graduation: July 2023**

Galaxy International School	**Ashaley Botwe, Accra**
General Science (*WASSCE)	**September 2016 – July 2019**

ACHIEVEMENTS/AWARDS

AWS Machine Learning Scholarship	**2021**
Dean's List Honors, Ashesi University	**2019**
Educational Scholarship, Galaxy International School	**2016**

WORK EXPERIENCE

Turntabl – Advantage Place   **May 2022 – July 2022**
Software Engineer Intern
- Implemented system features using object-oriented programming principles in Java, allowing the development of a bus-tracking system using java, angular, and kotlin increasing modularity by 30%.
- Developed integration and unit tests for a bus tracking application using a test-driven development process increasing efficiency by more than 80%
- Collaborated with a team of 6 developers using an agile software development process that allowed us to be more organized and increase productivity by 90%, leveraging tools like Jira.

Jabulo – Berekuso   **February 2021 – June 2021**
Software Engineer
- Extrapolated over 10 requirement specifications for an online store product authentication system improving customer confidence by 100% in the products being purchased.
- Designed five testable throwaway prototypes allowing stakeholders to experience the usability of the system and allowing the team to decrease error checking by more than 50%
- Assembled several prototype designs using product identity codes APIs allowing users to check and verify the validity of the products on the e-commerce store improving customer satisfaction by more than 80%.

PROJECTS AND RESEARCH

Artificial Intelligence Dermatologist   **January 2023– Present**
Mobile App / Deep Learning – Team Lead
- Scripted a python program scraping image data with over 16,000 images from two medically approved dermatology databases providing an ample dataset size for the project.
- Experimented with up to 5 different neural networks and transfer learning architectures allowing for maximized model performance by analyzing parameters like validation accuracy and loss.
- Designed two mobile application prototypes using Unity3D and Barracuda before finalizing a mobile application implementation using flutter and tensorflow lite allowing for a cross-platform development that enabled increased accessibility.

Sign Language Detection   **January 2021 – Present**
Deep Learning/ Computer Vision – Team Lead
- Manually gathered sign language image data for over 5 phrases using OpenCV and architected an image dataset to train a Neural Network on
- Restructured and programmed a Neural Network with an accuracy of around 87% to detect and understand sign language phrases in an effort to increase accessibility to hard-of-hearing individuals.
- Created a frontend interface using streamlit that allows users to interact with the neural network using signs and provide more data to keep retraining the model, increasing the amount of collected data by 70%.

SKILLS

- Programming Languages (Intermediate Proficiency in Java, Python, JavaScript, Solidity)
- Frontend technologies using React and NextJS
- Debugging and troubleshooting
- Proficiency in relational databases using SQL, data structures and algorithms, UI/UX with Figma
- Proficiency in Computer Vision using OpenCV
- Proficiency in agile and test-driven development.
- Intermediate Proficiency in Artificial Intelligence using sci-kit learn, TensorFlow, Keras
- Cloud computing technologies with AWS and Azure