

MAWUFEMOR GARFO

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EDUCATION

University of Arizona

Major: Computer Science

GPA: 3.21

Expected Year of Completion: 2025

TECHNICAL SKILLS

Front-End - JavaScript, HTML5, CSS, React

Back-End - Python, Java, C, JavaScript, C#

Developer Tools - Visual Studio, IntelliJ, PyCharm, Eclipse, Unity, Github

RELEVANT EXPERIENCES

University of Arizona Bookstores - Tucson, A.Z

01/2021 – Present

Technology Retail Specialist

- Provide customer service to students, staff, and faculty regarding the technical purchase of hardware, software, and computer accessories.

Google Code Next - New York, N.Y

07/2019 – 08/2019

Game Creative

- Responsible for the overall design and development of games, including gameplay mechanics, level design, and user interface.

Verizon's Innovative Learning - New York, N.Y

11/2018 – 05/2019

Advertisement Team Leader

- Partnered with a local small business to introduce a variety of tech-inspired advertisement strategies using the agile development cycle.

Apple's Engineering Technology Camp - Cupertino, C.A

07/2018 – 08/2018

Camp Participant

- Participated in Apple's Engineering Technology Camp (E.T.C.)

PROJECTS

Syllabi Due Date Aggregator

Python (tabula-py)

- Parses syllabi uploaded by a user and unifies readings, assignments, and their due dates for all classes throughout the semester into one neatly organized data structure that is then returned to the user in a list.

Home Price Distribution - [git-hub](#)

Java (Swing)

- Restructures data of market houses from a file and uses Java's swing library to display the houses in a plot based on which ones fall under the price range the user inputs.