

George Fotabong

Phone: (289)-937-0842 | Email: fotabonggeorgejr@gmail.com | GitHub: [gcode33](https://github.com/gcode33) | LinkedIn: [LinkedIn](https://www.linkedin.com/in/georgefotabong/) | Website: [GeorgeFotabongPortfolio](https://www.georgefotabong.com)

Skills

Programming Languages: Python, JavaScript/TypeScript, C#, Java, PHP, C, HTML, CSS

Frameworks & Libraries: FastAPI, React, Vite, Tailwind CSS, Axios, PyTorch, TensorFlow, Scikit-learn, Pandas, NumPy, Matplotlib, Streamlit, .NET

DevOps & Platforms: Docker, AWS, GitHub, GitLab, Ansible, Grafana

Databases: PostgreSQL, MongoDB, MySQL/SQL

Practices & Tools: RESTful API design, data engineering for ML, geospatial processing, Git version control

Work Experience

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- **Software Developer Intern** **Continuum Commerce Solutions** January 2025 – September 2025
 - Created and implemented a full stack application for client configurations, resulting in a reduction in time for stakeholder configuration changes and management of client data.
 - Aided in the code cleanup of code smells using SonarQube to find and fix the code smells and using Gitlab to push and merge fixes, reducing the code smells in company software.
 - Used fuzz testing to test API's to check for any errors that may occur and to test the security of the API
 - I led a project where the size of Continuum Commerce Solutions repositories on GitLab needed to be reduced, so I used the git garbage collection tools and GitLab to reduce the size and improve the security of the repositories
 - **Student Tutor** **Laurier Computing Society** September 2021 – May 2023
 - Tutored peers in python, Java, and with data structures helping with progression in classes and understanding of the course work.
 - Led personal debugging and study sessions to help students with assignments and with preparation for midterms and final exams.
 - **Research Writer** **Strasity Inc** July 2021 – October 2021
 - Produced bi-weekly newsletters using Canva and Microsoft tools.
 - Created data-driven reports for the monthly newsletters and created RFPs to receive jobs for Strasity Inc's DEI workshop consultation services.
 - Created presentations for clients to understand the DEI consultation services Strasity Inc provided

Education Wilfrid Laurier University & Munster Technological University (2020-2025)

Bachelor of Science in Computer Science (specialization in Software Development)

Projects

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- **Fantasy Premier League Prediction App:** Engineered an end-to-end Python pipeline that ingests live player/fixture data from the official FPL API, preprocesses it with pandas/Numpy in scalable dataframes, engineers form/fixture difficulty features, and trains tree-based and regression ensembles (XGBoost, Random Forest, LightGBM) to forecast weekly fantasy points. Automated hyperparameter tuning, cross-validation, and model comparison, serving the final predictions through scheduled inference notebooks and visual summaries for optimal team selection..
 - **Toronto Event Finder :** Built Toronto Event Finder, a containerized FastAPI + React application that pulls Toronto's open-data events, geocodes user addresses, and filters by category, cost, distance, and custom date range. Delivered with Tailwind UI, Vite, Axios, and Docker (multi-stage Node Nginx frontend, Python backend), backed by automated distance math, static category imagery, Google Maps deep links, and rich detail modals for every event.
 - **Data Analysis:** Investigated correlations between income and education in the US using Python and many python tools in combination with Google Colab. I created my own prediction model based on the data I obtained to prove my theory on income and education inequality in the USA and to predict how overtime the inequality would continue to grow.