GREAT OSIKHUEME

Bronx, NY 10456 | (929) 310-6175 | greatosik@gmail.com | LinkedIn | GitHub | Portfolio

CAREER SUMMARY

Driven Machine Learning Engineer with strong experience in both full-stack development and machine learning technologies. Demonstrated ability to enhance system performance and build predictive models through hands-on work with NASA and the Google-supported TechWise Program. Specializing in designing and implementing algorithms that push digital innovation, I am now seeking a role that leverages my machine learning expertise to develop intelligent systems and data-driven solutions for complex real-world problems.

EDUCATION

Mercy University, Dobbs Ferry, NY — Expected May 2025
Bachelor of Science in Computer Science
Relevant Coursework:

- Artificial Intelligence
- Computer Architecture
- Software Engineering I
- Analysis of Algorithms
- Data Structures
- Operating Systems

TECHNICAL SKILLS

Programming Languages: JavaScript, CSS3, HTML5, Java, C#, Python
AI & Machine Learning: TensorFlow, Keras, PyTorch, Scikit-learn, Reinforcement Learning
Cybersecurity: Cloud Security Protocols, Threat Intelligence Analysis, Incident Response and Forensic Analysis
Tools & Platforms: Git, Docker, Unity Engine, Cloud Platforms
Frameworks & Libraries: React, D3.js, Express.js, NodeJS, Tailwind CSS
Data Science: NumPy, Pandas, Matplotlib, Seaborn, Tableau
Microsoft: Office Suite, MS Visio, MS Project
Soft Skills: Leadership, Effective Communication, Technical Support, Analytical Thinking, Team Collaboration, Problem-Solving

EXPERIENCE

NASA, Marshall Space Flight Center, Huntsville, AL — May 2024 – August 2024
Software Engineering Intern - Radio Frequency Communication Design

- Develop and implement control system using Python on Raspberry Pi to manage XBee RF modules, significantly improving remote communication capabilities.
- Design and built user-friendly graphical user interface (GUI) for seamless wireless communication and control of both command and end modules, enhancing user experience and operational efficiency.
- Create efficient algorithm in Python for validating 32-bit LFSR-generated sequences.
- Conduct comprehensive analyses and testing to ensure reliability and robustness of communication systems used in space missions, contributing to mission-critical software solutions.

Mercy University, Dobbs Ferry, NY — September 2021 - October 2022
Technical Support and Audio-Visual Assistant

- Provided technical support for desktop and audiovisual equipment.
- Conducted troubleshooting and repairs, maintaining documentation for efficient problem resolution.
- Assisted with hardware installation and setup, ensuring seamless operations of instructional spaces and events.

PROJECTS

Drift | AI Kitchen Assistant — June 2024 – Present

- Designed and developed a chatbot to assist with kitchen tasks using Cohere's API, achieving a 90% task comprehension rate through natural language processing.
- Integrated Rasa for dialogue management, improving dialogue accuracy by 15% after initial testing.
- Built the backend using Flask and the frontend with React, resulting in a 25% reduction in response latency, ensuring real-time user interaction.
- Currently a work in progress, with plans to include voice functionality, aiming to enhance user.

Online Portfolio November 2023

- Engineered personal portfolio website to showcase development projects and technical skills.
- Demonstrated expertise in web development principles, employing React and Tailwind CSS for responsive, visually appealing interface.

Blooming Iris Insights August 2023 - September 2023

- Developed machine learning model with 90% accuracy for classifying iris species using Python and Scikit-learn.
- Utilized Seaborn and Matplotlib for data visualization, enhancing model understanding and performance.

Hangry Boids | Self-Sustaining Ecosystem Simulation Game June 2023 – August 2023

- Played pivotal role in 4-member team, enhancing game mechanics and implementing Boid Algorithm for realistic flock behavior, leading to 50% improvement in gameplay complexity and user engagement.
- Created core scripts, establishing foundation for game logic and functionality.

EXTRA-CURRICULAR

Techwise Workforce Development Program, Remote March 2023 – September 2024

Student

- Participated in Google-supported TechWise Cohort 2 Program, focusing on developing advanced software engineering skills through intensive training and hands-on projects.
- Engaged in diverse and inclusive learning environment aimed at bridging digital divide and promoting equity in tech industry.
- Completed projects and assignments that enhanced practical knowledge and prepared for real-world software development challenges.

BuildOn, New York, NY September 2017 - June 2021

Student Volunteer

- Facilitated events and programs, delivering over 300 hours of service for local community needs, showcasing leadership and commitment to social impact.
- Maintained operational readiness of facilities, ensuring the success of various community service projects.