GREAT OSIKHUEME

New York City, NY | (929) 310-6175 | greatosik@gmail.com | LinkedIn | GitHub | Portfolio

Career Summary

Full-Stack Developer with expertise in front-end and back-end development, enhanced by a specialization in machine learning. Student of the Techwise Cohort 2 Program endorsed by Google, mastering React, NodeJS, Python, and more. My work, including projects like "Blooming Iris Insights" showcases proficiency in data visualization and machine learning. Known for analytical depth, innovative solutions, and a focus on performance and user experience. Proven team collaborator, project leader, and developer of modern tech applications.

EDUCATION

Mercy University | Dobbs Ferry, NY **September 2021 - Present**
Bachelor of Science in Computer Science.
Expected Graduation: 2025

Techwise Cohort 2 Workforce Development Program **March 2023 – Present**
Supported by Google.

EXPERIENCE

IT Specialist Assistant | Mercy University, Dobbs Ferry, NY **September 2021 - October 2022**

- Coordinate with management to configure computers utilized on campus.
- Evaluate and address computer-related issues presented by students, faculty, and staff.
- Oversee the maintenance of computers, classroom technology, and all campus-wide printers.

Student Volunteer| BuildOn, New York, NY **September 2017 - June 2021**

- Facilitated special events and programs, contributing over 300 hours in service projects tailored for local community needs.
- Maintained and ensured operational readiness of facilities to aid program deliverables.

SKILLS

Programming: JavaScript, CSS3, HTML5, Java, C#, Python.
Tools & Platforms: Unity Engine, Git.
Frameworks & Libraries: React, Express.js, NodeJS, Vs Code, Scikit-learn, Seaborn, Matplotlib, NumPy, Pandas, Tailwind CSS.
Soft Skills: Leadership, Communication, Technical Support, Analytical Thinking, Collaboration, Problem-Solving.

PROJECTS

Database for E-commerce Platform **November 2023 – December 2023**

- Focused on developing a comprehensive database system for an e-commerce platform, encompassing all aspects from requirement analysis to database optimization.
- Analyzed requirements and designed a MySQL database structure for managing e-commerce operations.
- Implemented entity-attribute and relationship analysis to ensure efficient data organization.
- Executed database normalization to minimize data redundancy and optimize performance.
- Developed and optimized SQL queries for enhanced data retrieval and management.
- Collaborated in backend and frontend development to integrate database with the application.

Online Portfolio **November 2023**

- Developed and designed a personal portfolio.
- Implemented sleek, straightforward functionalities, ensuring a seamless and fluid user experience.
- Demonstrated proficiency in web development and design principles, employing modern technologies and frameworks, including React and Tailwind CSS, to create a responsive and visually appealing user interface.

Blooming Iris Insights **August 2023 - September 2023**

- Developed a machine learning model to classify iris flowers into three species using Python and Scikit-learn.
- Visualized data relationships using Seaborn and Matplotlib, enhancing understanding of feature interactions.
- Achieved an accuracy of 90% on the test dataset, showcasing proficiency in basic machine learning tasks.
- Documented the entire process, emphasizing the importance of each step in the machine learning pipeline.

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

- Collaborated in a team of 4, playing a pivotal role in the development and enhancement of the game's core mechanics.
- Spearheaded the creation of core scripts, establishing the foundation for the game's core logic and functionality.
- Implemented intricate behaviors for unique game entities using C# and Unity Engine.
- Implemented the Boid Algorithm to simulate realistic flock behavior.
- Actively participated in 60+ days of documented development, showcasing dedication and consistent contribution to the project's success.

Autonomous Vehicle Algorithm Project **March 2023 – April 2023**

- Led a team of 3 in the development a Java utility class for generating scenarios in a moral decision-making simulation.
- Utilized character manipulation and other technology methods to create diverse scenarios.
- Ensured code quality and followed coding standards.
- Contributed to the successful execution of the simulation.