

GREAT OSIKHUEME

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Career Summary

Dynamic Full-Stack Developer with a foundation in front-end, back-end, and machine learning technologies. Engaged in the Google-supported Techwise Cohort 2 Program, mastering React, NodeJS, and Python. Aims to leverage expertise in developing solutions that enhance user experience and performance, seeking a challenging role to drive digital transformation.

EDUCATION

Mercy University | Dobbs Ferry, NY
Bachelor of Science in Computer Science.
Expected Graduation: 2025

September 2021 - Present

Techwise Cohort 2 Workforce Development Program
Supported by Google.

March 2023 – Present

EXPERIENCE

IT Specialist Assistant | Mercy University, Dobbs Ferry, NY

September 2021 - October 2022

- Led the configuration and optimization of 200+ campus computers, enhancing performance by 30% and securing a 95% user satisfaction rate.
- Oversaw the maintenance of classroom technology and 50+ campus-wide printers, ensuring 99% uptime and supporting educational excellence.

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, ML-Agents.

Soft Skills: Leadership, Communication, Technical Support, Analytical Thinking, Collaboration, Problem-Solving.

PROJECTS

Robo-Reach | Bat Agent Implementation

January 2024 – Present

- Spearheaded the development of the Bat Agent using Unity's ML-Agents Toolkit, improving AI performance by 40% for enhanced batting accuracy in a simulated environment.
- Scripted robust C# interactions, contributing to a 20% boost in overall project adaptability and robustness through innovative reinforcement learning strategies.
- Collaborated with a multi-disciplinary team to ensure seamless integration of the "Bat Agent" with other components of the "Robot-Reach" project.

Online Portfolio

November 2023

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

Blooming Iris Insights

August 2023 - September 2023

- Developed a machine learning model with 90% accuracy for classifying iris species, employing Python and Scikit-learn.
- Utilized Seaborn and Matplotlib for data visualization, clarifying feature interactions and significantly enhancing model understanding and performance.
- 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

- Played a pivotal role in a 4-member team, enhancing game mechanics and implementing the Boid Algorithm for realistic flock behavior, leading to a 50% improvement in gameplay complexity and user engagement.
- 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.

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.

EXTRA-CURRICULAR

Student Volunteer | BuildOn, New York, NY

September 2017 - June 2021

- 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.