

Richmond Agyenim-Boateng

+971501526302 | ra4150@nyu.edu | [linkedin.com/in/richmond-agyenim-boateng](https://www.linkedin.com/in/richmond-agyenim-boateng) | github.com/iam-agyenim

EDUCATION

New York University

Bachelor of Arts in Computer Science, Minor in Mathematics & IM

Abu Dhabi, UAE

Aug. 2023 – May 2027

St. James Senior High

General Science

Sunyani, Ghana

Aug. 2018 – Sept. 2021

EXPERIENCE

IT Intern and Programming Instructor

Young Achievers Foundation Ghana

June 2024 – Aug. 2024

College Station, TX

- Conducted a thorough audit of the foundation's website, identifying and fixing bugs, improving load times by 30%, and ensuring the site was fully optimized for mobile devices.
- Developed and taught a beginner-level programming curriculum as part of the Computer Literacy Empowerment Program, focusing on Python and Scratch. Successfully guided 20+ students to complete their first coding projects in C++.
- Assisted the Senior Program Manager with the planning and execution of a website redesign project, which included migrating content, updating security protocols, and integrating new features to enhance user engagement.

Mentor and Cohort Facilitator

Young Achievers Foundation Ghana

June 2023 – Present

Kumasi, Ghana

- Led a mentorship program for recent high school graduates, focussing on academic readiness and personal development .
- Edited College application for cohort members
- Tutored 50 students in Mathematics preparing them for the June 2023 SAT exams

PROJECTS

Hand Gesture-Controlled Robotic Arm(Ufactory X arm) | *Python ,OpenCV,*

Jan. 2024 – May 2024

- * Developed a Python-based control system for a robotic arm using OpenCV, Mediapipe, and XArmAPI to recognize hand gestures and track hand movements
- * Programmed hand gesture recognition to map wrist movements and detect closed hands, controlling the robotic (Ufactory X arm) arm's movements.
- * Translated webcam coordinates into precise angles for dynamic xArm movement to prevent collision.

Virtual Campus Tour(Campus Explorer) | *Unity, C#*

Sept 2023 – Dec. 2023

- * Developed an interactive VR campus tour using Unity and C# for Oculus Meta Quest, implementing smooth scene transitions and navigation.
- * Captured and integrated high-quality 360° images with GoPro Fusion, creating a realistic virtual representation of the NYUAD campus.
- * Added accessibility features like audio descriptions and text in the Vr environment to ensure an inclusive user experience.

Image Detector | *Python, ImageAi*

Sept 2023 – Dec. 2023

- * Developed an image detection program using python , ImageAI library and the RetinaNet model.
- * Utilized pre-trained ResNet50 on the COCO dataset for detecting and classifying objects in images.
- * Displayed detected objects with their associated probability of detection for further analysis and evaluation.

TECHNICAL SKILLS

Languages: C++,Python, SQL (Postgres), JavaScript, HTML/CSS, Unity.

Frameworks:Tailwind Css, Bootstrap Css, RestfulAPI, WordPress.

Developer Tools: Github, VS Code, Visual Studio, PyCharm, Ms Word, Adobe Photoshop, Content Creator.

Soft : Leadership,Event planning & organization, Teamwork, Strong Communication.