Richmond Agyenim-Boateng

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EDUCATION

New York University Abu Dhabi — Abu Dhabi, UAE
Bachelor of Arts in Computer Science, Minor in Mathematics & Interactive Media — *Aug. 2023 – May 2027*

EXPERIENCE

IT Intern — June 2024 – Aug. 2024
Young Achievers Foundation Ghana — *kumasi,Ghana*
- 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.

Frontend Developer — June 2023 – Aug. 2023
Unibox — *Kumasi, Ghana*
- Engineered responsive and visually appealing user interfaces using HTML5, CSS3, and JavaScript, ensuring optimal performance and usability across various mobile devices.
- Conducted thorough user testing sessions, collecting and analyzing feedback to iteratively refine app features, ultimately improving usability and user retention.
- Actively participated in code reviews and agile development meetings, contributing to team knowledge sharing and maintaining high coding standards.

PROJECTS

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

30MFF Interactive Web Page | *Html, CSS, JavaScript* | Github Link
- Developed a fully responsive website of the NYUAD Arts Center using HTML, CSS, and Bootstrap, ensuring optimal performance and seamless viewing across desktop, tablet, and mobile devices.
- Integrated Particle.js for interactive background effects and embedded video content for an immersive user experience.
- Designed a custom timeline for upcoming events and added a JavaScript-powered light/dark mode switch, enhancing user engagement and accessibility.

TECHNICAL SKILLS

Languages: C++, Python, C#, SQL, JavaScript, HTML/CSS, Unity.
Frameworks: Tailwind Css, Boostrap Css, RestfulAPI, WordPress.
Developer Tools: Github, VS Code, Visual Studio, PyCharm, Sublime, Ms Word, Adobe Photoshop, Content Creator.
Soft SKills : Strong Communication, Leadership, Event planning & organization, Teamwork .