Richmond Agyenim-Boateng

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EDUCATION

New York University

Abu Dhabi, UAE

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

Aug. 2023 - May 2027

St. James Senior High

Sunvani, Ghana

General Science

Aug. 2018 - Sept. 2021

Experience

IT Intern and Programming Instructor

June 2024 – Aug. 2024

Young Achievers Foundation Ghana

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

June 2023 – Present

Young Achievers Foundation Ghana

Kumasi, Ghana

- Led a mentorship program for recent high school graduates, focusing 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

Research Assistant

Dec 2022 - Feb 2023

ICF Research Group

Kumasi, Ghana

- Conducted literature reviews and collected data on renewable energy technologies (solar and wind).
- Prepared reports and visualizations on energy efficiency, contributing to paper publication
- Edited research materials for clarity and academic standards.
- Supported and promoted seminars on renewable energy, increasing attendance by 15%.

Resource Optimization Specialist

Sep. 2022 – November 2022

Green Gold Company Ltd

Ghana

- Conducted comprehensive analysis of water usage in agriculture and identified inefficiencies in traditional irrigation
- Engineered a budget-friendly automated irrigation system utilizing soil moisture sensors and IoT technology to precisely regulate water delivery, reducing water wastage by 30% and increasing crop yield by 15%.

PROJECTS

Hand Gesture-Controlled Robotic Arm(Ufactory X arm) | Python Jan. 2024 – May 2024 * Developed a Python-based control system for a robotic arm using OpenCV, Mediapipe, and XArmAPI

- * Programmed hand gesture recognition to map wrist movements and detect closed hands, controlling the robotic (Ufactory X arm) arm's movements.

Campus Explorer | Unity, C# Sept 2023 – Dec. 2023 * Team up with 2 students to build NYUAD campus virtual reality tour application using tools like unity, C# and Vr headset with audio and interactive features.

TECHNICAL SKILLS

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

Frameworks: React, Node.js, Flask, RestfulAPI, WordPress.

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

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