

Emmanuel Idoro

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EDUCATION

Bachelor of Science, Software Engineering

University of Calgary, Schulich School of Engineering

09/2022 – 08/2027 | Calgary, Canada

Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming (Java), Software Design (C++), Databases, Operating Systems, Probability & Statistics.

SKILLS

Programming languages: Python, Java, SQL, C, C++, JavaScript, CSS, C#, HTML

Frameworks: React, Django, REST, Flask

Tools/Technologies: AWS, Docker, Figma, Github, Postman, Microsoft Excel, Microsoft Teams

PROFESSIONAL EXPERIENCE

Mindrift AI

03/2025 – Present | Remote

AI Model Trainer

- Write challenging Java/OOP prompts (classes, inheritance, interfaces, exceptions) that consistently stump the model, adding ~50 quality examples weekly.
- Edit model answers into correct, runnable Java with brief explanations and unit tests, improving eval accuracy on similar tasks.
- Review 10–20 contributor tasks per week for guideline compliance (score 1–5), reducing resubmits by **~25–35%** with targeted feedback.

Outlier AI

05/2024 – 08/2025 | Remote

AI Model Trainer

- Built training sets for JavaScript/React tasks that raised code-suggestion accuracy by **20%** on internal tests.
- Partnered with Queue Managers to tighten labeling rules and edge cases, cutting rework by **30%**.
- Analyzed evaluation mistakes and refined data/prompts, increasing solved tasks by **10%**.

Learn Easy Academy

05/2023 – 08/2023 | Canada

Software Developer Intern

- Maintained the tutoring site with HTML/CSS/JavaScript, improving average page load from **3.2s to 1.8s**.
- Optimized database jobs and indexes to drop **p95 query time from 480ms to 160ms** and reduce slow queries >1s.
- Implemented student/tutor features end-to-end (UI + API), lifting completed bookings by **12%**.

PERSONAL PROJECTS

Flight Reservation Terminal Based Application

- Built a flight reservation CLI in C++ using STL containers and file I/O to let users search/book/cancel trips, covering **10+** core commands.
- Engineered a 2D seat map with matrix data structures and bounds checks to prevent double bookings, cutting selection errors by **~30%**.
- Modularized into Flight/Passenger/SeatMap/Booking classes with unit tests, increasing reuse and reaching **~85%** coverage.

Art Museum Terminal Based Database Application

- Designed a normalized schema with keys/constraints/indexes to manage **5+** art categories and **3+** attributes per item.
- Implemented a Python CLI (argparse + transactions) to add/search/update records, reducing invalid entries by **~30%**.
- Coordinated role-based access (Admin, Data Entry, End User) with permission checks and audit logs, passing **100%** of acceptance tests.

Hotel Web App

- Developed the booking workflow with Django views/templates and HTML/CSS to search availability and confirm stays.
- Optimized ORM with select_related/prefetch_related and DB indexes to cut **p95 response time from 480ms to 180ms**.
- Integrated Paystack payments with server-side checkout and webhooks to process **10** successful transactions with verified receipts.