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EDUCATION

University of Alberta

Bachelor of Science in Computer Science (Software Practice Specialization)

Edmonton, AB

September 2020 – May 2025

EXPERIENCE

Data Analyst

Suncor Energy

May 2023 – August 2024

Calgary, AB

- Developed and maintained a Power Automate flow for automating ETL processes, capturing parameters from Microsoft forms, using a REST API to trigger a Python Databricks notebook, and interacting with Azure for data retrieval/storage, enhancing operational efficiency
- Created a Python recursive program that generated a hierarchical risk structure from parent-child relationships stored in a SQL server, exporting the output to a CSV file for integration within Power BI
- Developed DAX/Power Query scripts for efficient data querying in Power BI databases and created Power BI reports showcasing key metrics and trends

Process Engineering Intern

Enbridge

May 2022 – August 2022

Edmonton, AB

- Utilized Object Oriented Programming to develop a Python program for Tank Limit computation, replacing formerly used excel files.
- Conducted reviews of the validity of temperature excursions and developed DAX scripts to analyze data inputs using PowerBI
- Developed Python program that retrieved hourly ambient temperatures and sent notifications when a threshold was exceeded.

Automation Engineering Intern

Emerson Automation Solutions

May 2021 – August 2021

Calgary, AB

- Generated instrument performance reports using Zedi Access SCADA system
- Developed C++ scripts to query, modify and analyze data inputs on Tableau Data Analytics
- Developed templates for mass data entry and helped with quality assurance
- Supported SCADA HMI (Human machine interface) and UX contributions and feedback

PROJECTS

HunterQRHunter | Java, Firebase, Android Studio, Git

Software Engineer

- Developed the frontend and backend for the geolocation component of an Android game that enabled users to scan QR codes and barcodes, using Firebase for data storage and Google Maps API for geolocation and marker display based on user choices.

Pacman Genetic Algorithm | C#, Unity, Git

Software Engineer

- Developed a genetic algorithm to optimize procedural content generation for different pacman game levels, adapting to various AI evaluator preferences

TECHNICAL SKILLS

Languages: Java, Python, C/C#/C++, SQL, JavaScript, HTML/CSS, MongoDB

Tools/Frameworks: React, Git, Microsoft Azure, Firebase, Android Studio, Power BI, Tableau, SAP, Databricks, Spark

CERTIFICATIONS

Microsoft Azure AI Engineer Associate

Microsoft Azure Fundamentals

Microsoft Career Essentials in Software Development