



JABEZ AGYEMANG-PREMPEH

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Education

Howard University

Aug. 2021 – May 2025

Bachelor of Science in Computer Science GPA: 4.0/4.0

Washington, DC

Relevant Coursework

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|-----------------------------|-------------------------------|-----------------------------------|-------------------------|
| • Intro To Computer Science | • Object Oriented Programming | • Calculus
• Codepath: Android | • Development
• Unix |
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Technical Skills

Languages: Python, Java, C++, HTML/CSS, JavaScript

Developer Tools/Technologies/Frameworks: Git, GitHub, VIM, Android Studio, Back4App, PyCharm, Linux

Experience

Meta

May 2022 – August 2022

Meta University Software Engineer Intern

Seattle, Washington

- Designed and developed a fully functional Android app from scratch using Java. The app is designed such that a user can list a task, browse through tasks listed by other users and request to complete a task listed by other Users.
- Tested code for robustness, usability and general reliability

CODEPATH

May 2022

Android Development

Remote

- Learned and assisted in development of the front end of a mobile application for Android using Java and the Flutter framework.
- Collaborated with team members using version control systems such as Git to organize modifications and assign tasks.
- Utilized Android Studio as a development environment in order to visualize the application in Android.

Projects and Hackathons

PeerRequest | Java, Parse, Android Studio, FusedLocationAPI

May 2022

- Designed and developed an Android app from scratch using Java. The app is designed such that a user can list a task, browse through tasks listed by other users and request to complete a task listed by other Users.
- Utilized Parse to authenticate users, save data on a database and successfully implement numerous queries in app to suit different needs
- Implemented a google Maps view and utilized the fusedLocation API to retrieve the User's location(when given permission) to show the user tasks around the user as markers on a map
- Implemented object-oriented programming practices such as inheritance to create different account types and databases.
- I also implemented a chat feature in the app such that Users can communicate to ensure the task is completed to suit both parties.

Twitter | Java, Android Studio, Twitter API

May 2022

- Created an Android application using Java and Android Studio to reproduce Twitter's most prominent features
- Using the Twitter API, once the user is authenticated and logged in, The app queries tweets to populate the home timeline with
- The User can also post tweets in app for the tweets will be replicated in the actual twitter app by using the TwitterAPI
- Utilized the layout editor to create a UI for the application in order to allow different scenes to interact with each other.

Image Filters | JavaScript, Python, Duke's SimpleImage Utility, Imageio

March 2022

- Designed a number of image filters in Javascript using Duke's SimpleImage Utils and in Python using Imageio respectively

Google HBCU/HSI Coding Challenge | Team Lead, Python

February 2022

- Worked with and led a team of 3 engineers to complete a suite of programming challenges in Python
- Solved fundamental data structure/algorithm prompts in a collaborative engineering environment
- Competed against 100 other HBCU/HSI students across the country

Leadership / Extracurricular

Howard University's Google Developer's Student Club

Fall 2021 – Present

Member

Howard University

- Participate in student developer's meetings.