

James Wani J. Lako

Software Engineer

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EDUCATION

University of Rochester, Hajim School of Engineering	Rochester, United States
<ul style="list-style-type: none">Bachelor of Arts in Computer ScienceRelated Coursework: Data Structures & Algorithms, Artificial Intelligence & Machine Learning, Database Systems, Web Development, Design & Analysis of Efficient Algorithms, Computer Networks, Collaborative Software Development	Aug '19 – Dec '23

SKILLS

- Programming Languages:** Python, Java, Rust, JavaScript, Typescript, C
- Web Development & Database Management:** React, Vue, HTML, CSS, Tailwind CSS, MySQL, MongoDB
- Development Tools:** VS Code, Google Cloud Platform (GCP), AWS, GitLab, Git, Jira

PROFESSIONAL EXPERIENCE

<i>Software Engineer – Part time</i>	Sept '22 – Dec '23
University of Rochester IT	Rochester, United States
<ul style="list-style-type: none">Built and maintained a lending library application in JavaScript, serving 2000+ users.Led the design and implementation of automated testing procedures, improving code quality and functionality.Utilized database management skills to optimize equipment reservation processes.	
<i>Software Development Engineer – Internship</i>	Jul '21 – Dec '21
Piyata Ltd	Remote, United States
<ul style="list-style-type: none">Developed a high-performance backend in JavaScript for a beauty scheduling app, reducing wait times from days to seconds.Conducted software testing and improved system load performance by 8%.	
<i>Campus Operations Manager – Internship</i>	Aug '23 – Dec '23
Storage Scholars	Rochester, United States
<ul style="list-style-type: none">Spearheaded a dedicated team of 20+ movers for the efficient relocation of over 150 students, overseeing order management via a web portal to guarantee timely delivery and storage of personal belongings.Enhanced operational excellence in student relocation services, ensuring the seamless coordination and management of a large-scale logistics team, leading to the flawless execution of storage solutions and punctuality.	

PROJECTS

Distributed Version Control System (Rust Modular design)
<ul style="list-style-type: none">Implemented in a group of four a modularly designed version control system in rust, encompassing established industry software design methodologies in modern collaborative software design practices.
Artificial Intelligent Connect Four Agent (Java Adversarial Search)
<ul style="list-style-type: none">Coded an AI agent for Connect Four with Adversarial Search & Alpha-Beta pruning, significantly increasing wins & minimax positions to under 45ms, cutting evaluation time by 80% and raised the win/tie ratio to 95%.
Finite To Nonfinite Automata Converter (C Automata)
<ul style="list-style-type: none">Collaboratively developed a tool that efficiently converted a finite-state automata to a non-deterministic finite-state automata and vice versa in a group of 3, achieving a conversion efficiency of 97%.

LEADERSHIP AND VOLUNTEERING

<i>Technical Assistant Lead, University of Rochester IT</i>	Jun '21 – Dec '23
<ul style="list-style-type: none">Devised and implemented a student employee training program through workshops, enhancing technical and communication skills and confidence by 50%.	
<i>Mentor, Yale Young African Scholars Program</i>	Oct '19 – Aug '21
<ul style="list-style-type: none">Mentored and worked hand in hand with 10 high achieving high schoolers from Africa on the college application process, resulting in 7 receiving over \$1.4 million in scholarships to attend US colleges.	