

Kafui Christon-Quao

I am a software developer with five years of experience creating user-friendly websites and applications. My major top skills include great intercommunication and problem-solving. I am passionate about using technology to bring my ideas to life through writing codes. Besides coding, I enjoy sewing, baking, and drawing. My most unusual hobbies are crocheting and doodling. I am always eager to learn new things and curious about my future..

WORK EXPERIENCE

Penchant Eye Clinic, FCT, Abuja — *Web Developer and manager*

JUN 2021- PRESENT

- I created an e-commerce website for selling glasses and lenses.
- I am in charge of ensuring that all websites are well-maintained and updated.
- I create eye-catching graphics, including flyers, logos, and posters.

Oyster Group Ltd, Accra, Ghana — *Web developer and manager*

AUGUST 2021 - PRESENT

- I created an e-commerce website for construction.
- I am responsible for managing and updating all websites.
- I create graphics such as flyers, logos, and posters.
- I am participating in company SAP training.

Techpatriate Global Resources, FCT, Abuja — *Intermediate Web developer*

JUNE 2020 - AUGUST 2020

- I taught some junior web developers the basics of web development.
- I performed code testing and debugging for junior developers.
- I revamped my portfolio website, making it more responsive and intuitive.
- I integrated Python frameworks like Django with the company website for data storage and retrieval.
- I delivered a presentation on "Who Moved My Cheese?" to improve my presentation skills.

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TECHNICAL SKILLS

Programming Languages: Java,
Python, JavaScript

Web Development: HTML, CSS

Database Management: SQL

Tools: Git, Visual Studio Code, MS
Office, Github, SAP.

Operating Systems: Windows,
Mac OS.

**Quality Improvement and Code
Refactoring:**

I am dedicated to continuously
improving our products and tools
by fixing bugs and simplifying
code structures.

Technology Evaluation:

I keep up with the latest
technologies and select the ones
that can improve team
productivity and job satisfaction.

SOFT SKILLS

Problem-Solving and Initiative: I
approach problem-solving by
being proactive. This means I
identify challenges and develop
creative solutions to improve
engineering and development
processes.

Ownership and Accountability: I
take charge of project success,
ensuring precise execution. I
consistently deliver quality results
with a proactive approach to
overcoming challenges.

Techpatriate Global Resources, FCT, Abuja — Junior Web developer

JUNE 2019- AUGUST 2019

- Developed a one-page website for an agricultural company.
- Created an e-commerce platform for a children's beauty pageant company.
- Designed and built a personal one-page portfolio website.
- Conducted data collection and entry for seminar participants.
- Organized and managed participant data for analysis.
- Delivered a presentation on "Eat That Frog!" to develop presentation skills.
- Participated in code camps and e-commerce education workshops to enhance communication and collaboration skills.

LEADERSHIP EXPERIENCE

American University of Nigeria, Yola, Adamawa — Volunteer

MAY 2019- SEP 2022

- I Shared care packages amongst the domestic workers on campus in a form of gratitude for the work done on campus.
- I Painted community secondary and primary schools to provide a motivating and beautiful environment for students.
- I am involved in the Feed-And-Read program for children in the Yola-South Community.
- I participated in cleaning and planting trees around The American University of Nigeria on World Earth Day.
- I am responsible for carrying the flag for Ghana at Founders Day, matriculation, graduation, and all school-related events.

American University of Nigeria, Yola, Adamawa — New Student Orientation Team Lead (Venue)

SEP 2019- SEP 2022

- I welcomed over 80 first-year students to the university and provided information about student life and culture as their first point of contact.
- I assisted new students by providing them with information about relevant offices, individuals, and resources to help them solve problems and achieve their goals to settle faster into the university environment.
- During the first-year student orientation groups, I made sure to let students know about the resources available to them, like the library. I also worked to create a welcoming and safe environment for everyone.

Continuous Learning: I am dedicated to constantly learning and staying updated with the latest technologies in the fast-moving world of software development.

Team Collaboration: I am more productive when work is divided among team members. I excel in teams and like to celebrate success with others.

AWARDS

Professional Certificate in Python Programming, Obtained May 2020

LANGUAGES

English

- I supervised the venue team to ensure volunteers were punctual at every event location. I also helped prepare event venues for guests.
- Guiding Students on How to Participate in the AUN Community
- AUN Community promotes a positive mindset.
- After the orientation, I helped new students with any issues they had while adjusting to college.

EDUCATION

American University of Nigeria, Yola, Adamawa — BSc in Computer Science

JAN 2019- MAY 2025

PROJECTS

Faculty Course Evaluation 2.0—*I developed a Python-based system to streamline the course evaluation process.*

Online Form Creation: Using Python frameworks like Django or Flask, I built an online platform where students can submit evaluations electronically. This eliminates paper-based forms and reduces data entry errors.

Data Collection and Storage: The system automatically collects evaluation data and stores it in a database (e.g., PostgreSQL, SQLite). This ensures data integrity and accessibility.

Data Cleaning and Processing: Python libraries like Pandas are used to clean and preprocess the data, handling missing values, inconsistencies, and outliers.

Statistical Analysis: Python's powerful statistical libraries (NumPy, SciPy, Statsmodels) enable in-depth analysis of evaluation data. This includes calculating average ratings, identifying trends, and comparing faculty performance.

Automated Reports: Python can generate various reports (e.g., PDF, Excel) based on the analysis, providing faculty with actionable insights into student feedback.

Visualization: Using libraries like Matplotlib or Seaborn, the system

can create visual representations of data, making it easier to understand complex trends and patterns.

Feedback Loop: The system can be integrated with existing learning management systems (LMS) to provide real-time feedback to faculty, allowing them to make adjustments during the course.

StudyIO – *StudyIO is an Android app built using Java and Android Studio. It helps students study effectively.*

User Interface: Building the app's layout using XML, but Java code handles user interactions like button clicks, screen transitions, and data display.

Quizzes and Tests: Generating questions, evaluating answers, and calculating scores.

Study Materials: Managing and displaying text, images, and other content.

User Data: Storing and managing user profiles, progress, and achievements.

Offline Functionality: Ensuring the app works without an internet connection, perhaps using SQLite for local data storage.

ATM Simulation – *A Java-based ATM prototype simulates the core functionalities of a real ATM.*

User Interface: Java Swing or AWT to create the graphical interface with buttons, text fields, and displays for user interaction.

Card Reader Simulation: Inputting card details manually or using a simulated card reader for authentication.

PIN Verification: Comparing the entered PIN with a stored value (likely in a simple text file or database for this prototype).

Account Information: Storing account details (balance, account number) in a basic data structure or a simulated database.

Transaction Handling: Implementing functions for withdrawals, deposits, balance inquiries, and potentially other services.

Error Handling: Incorporating error messages for incorrect PINs, insufficient funds, or other issues.

Security: Basic security measures like password hashing or encryption (though for a prototype, security might be simplified).

Bubble Gum Ayo – *Bubble Bum Ayo is a unique twist on the traditional African game, Ayo. where instead of seeds bubble gumballs are used. Using Unity's game engine and C# programming.*

Game Board: A 3D representation of the Ayo game board, created

using Unity's scene editor, it can be customizable aesthetically by the player.

Game Pieces: Virtual "bubble gum" pieces, modeled and textured in Unity, representing the traditional Ayo seeds.

Game Logic: C# scripts handle the core gameplay mechanics, including:

- Seed distribution: Simulating the movement of bubble gum pieces across the board.
- Capturing opponents' seeds: Implementing the rules for winning seeds.
- Turn-based system: Alternating between players.
- Game over conditions: Determining when the game ends and declaring a winner.

User Interface: Displaying game information, scores, and player turns using Unity's UI system.

Input Handling: Detecting player input (clicks or touches) to control seed movement.

Sound Effects and Music: Enhancing the gameplay experience with audio elements.

Visual Effects: Adding visual flair to the game, such as bubble gum popping effects or particle systems.