

Kofi Quansah

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EDUCATION

University of California, Santa Cruz Santa Cruz, CA

Graduated June 2023

GPA: 3.70

Undergraduate, B.S. Computer Science: Game Design

SKILLS

Languages: C, Python, C#, Java, C++, Ruby

Frameworks: Unity, Godot, Phaser

Infrastructure: Git, MySQL

WORK EXPERIENCE

Amazon: Seattle, WA

07/2023 - Now

Software Developer Engineer

- Implemented a metrics system for a website to give employees insightful data for ongoing business decisions
- Implemented an automated system that handles user-requested permissions for their specific teams/groups to access certain fields of data or information.
- Implemented UI for Amazon employees to request permissions for their teams/groups through the User Permissions website.
- Updated back-end lambda to write appropriate information to a MySQL database if a permission request was approved.
- Developed essential Software Development skills and specific social skills required to be an efficient SDE.

KC Pharmaceuticals: Pomona, CA

07/2020 - 09/2020

Packaging Associate

- Managed the operations of several machines in an assembly line while maintaining stock counts for shipments.
- Developed skills in multitasking on floor operations and helping with different projects throughout the building.
- Ensured the quality of products labeled “ready for shipment” was in good condition, with expiration dates visible and readable.
- Tracked shipments between orders to ensure each customer received their correct orders on time.
- Taught new co-workers how to operate each machine and different tactics to increase productivity without negatively impacting quality.

PROJECTS

VEX Robotics Team Competition

Spring 2020

- Designed and constructed a robot to efficiently flip tops 180 degrees and shoot a projectile to knock down a flag.
- Managed the budget needed to make the robot by creating different fundraisers to promote our robotics team.
- Created ways for members of our team to contribute to the project and assist in practice sessions

Conway’s Game of Life Simulation

Spring 2017

- Designed and implemented a program to simulate the conditions of Conway’s Game of Life
- Developed the ability to use Git efficiently on the command line, as well as used the GitHub interface to share code with other contributors.

ORGANIZATIONS / INVOLVEMENT

ESports Club: Santa Cruz, CA

Intramural Supervisor

- Participated and assisted in managing several events that took place within the college and around the Bay Area.
- Assisted in developing a competitive E-Sports team that competed on behalf of the university.