KWESI KORANTENG

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EDUCATION

Academic City University College, *Accra - Ghana*   **Graduating May 2027**
  Bsc. Information Technology   **GPA**: 3.92/4.0
  Relevant Coursework: Calculus (with MATLAB), Data Structures And Algorithms, Computer Digital Systems, Database Systems, Object Oriented Programming in C++, IT Infrastructure Management

Presbyterian Boys' Senior High School, *Accra - Ghana*   **September 2018 to October 2021**
  General Arts

AWARDS & ACCOLADES

- **Microsft Game of Learners Clinics for AI and ML,** 1st place on Azure Virtual Hackathon ☑   **August 2022**
- **GHANA SCIENCE ASSOCIATION (G.S.A),** Best Senior High School Young Scientist, 1st Prize   **February 2023**
- **Presbyterian Boys' Senior High School,** Overall Best General Arts Student   **June 2021**

EXPERIENCE

Academic City University College, *IT Intern*   June 2024 – August 2024
- Assisted the IT department in using **MainOne ISP, D-Link PoE** switches, and patch panels to provide network access for **500+** university students
- Gained hands-on experience with **FortiGate** firewall configurations, and addressing daily IT support issues such as password resets and internet outages

Comet, *Flight Test Intern*   January 2023 – April 2023
- Developed a front-end task manager tool using **HTML & CSS** for tracking **10-25** application tasks per college across **3+** institutions, ensuring responsive design
- Gained exposure to software engineering, Ul/ UX design, and product development through webinars.
- Participated in focus groups and user testing to improve product design for **1000+** users

EXTRACURRICULARS

Electronic Arts (EA) Product Management, *Forage Job Simulation - October 2024*
- Developed and implemented **Key Performance Indicators (KPIs)** for player segmentations in a strategy RPG mobile game, utilizing **MetricFire and Google Analytics** to monitor and improve player retention
- Conducted in-depth analysis on player behaviors, applying **SQL and statistical analysis** to refine audience segmentation, contributed to a **25%** increase in in-game purchase rates

Electronic Arts (EA) Software Engineering, *Forage Job Simulation - November 2024*
- Enhanced game performance by proposing and implementing new features in *The Sims 4* using **C++, OOP,** and **SOLID principles**, reducing runtime errors by **20%**
- Optimized data management by replacing arrays with vectors, achieving better efficiency and simplifying future updates
- Resolved critical bugs in the inventory system through patch creation and team collaboration, improving bug resolution speed

PROJECTS

Smart Home Automation System, *Arduino, Relay Module, C++* ☑
- Engineered a smart home device using **Arduino, HC-06 Bluetooth module, C++, and relay technology,** enabling remote control of home lighting via smartphone

MTN Mobile Money & Airtime Transaction Simulator, *C++, File Handling ()*
- Processed **100+** simulated transactions across MOMO and airtime services, enhancing practical transaction handling
- Improved efficiency through optimized user input validation and error handling, reducing incorrect transaction retries
- Designed a logging system that captured **100%** of successful transactions, saving them into external files for future auditing

SKILLS & TECHNOLOGIES

- **Technical Skills**: Web Development, Data Analysis, Game Engine Technology
- **Programming Languages**: Python, C, C++, SQL
- **Libraries, Frameworks, and Tools**: Microsoft Azure, Oracle, MATLAB, Miro, HTML, CSS
- **Professional Skills**: Project & Product Design Planning , Critical Thinking, Feature Proposal & Design, Performance Metrics