Lydia Odai

Digital Development and Design

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As a recent graduate I am looking for a junior role within the digital sector where I can develop my passion for technology, programming and digital design. I love learning new skills and have a strong work ethic, as shown in my school work, previous employment and hobbies. I also work well in a team, having project management experience in both university and other exploits.

Qualifications

2013-2016- Bournemouth University- B.A. (Hons) Digital Media Design – (First Class Degree)

2012-2013 -Bournemouth University- B.A. (Hons) Computer Visualisation and Animation

2011-2012- Leeds College of Art - Foundation Diploma in Art and Design (Merit)

2010-2012 -Greenhead College - A Levels. Mathematics (A), Chemistry (A), Spanish (B)
AS Levels - Art and Design (A), Biology (A)

Technical Skills

Software: C++/Java/Swift/Objective C
Libraries: Node/Composer/Socket.io/Express/Box2D/Phaser/Johnny Five
Web: PHP/HTML5/CSS3/JavaScript
Micro-Controllers: Arduino/Particle/Rasberry Pi/Electronics
Design: Photoshop/Illustrator/3D Modelling/Animation
Software Testing: TestRail/Jira/Charles Proxy/Android Studio/X Code

Employment History

November 2016 – Present -Quality Tester – Shazam Entertainment Ltd
Working in the quality assurance team within Shazam where I test software against specified requirements. Analysing bugs and writing reports when a problem is found. This role also includes exploratory testing on new products and making end-user suggestions to the team to improve the product before launch.

May 2015 – September 2015 -Junior Developer – Rhythm Digital Manchester
Placement at Rhythm Digital where I worked with the team to complete projects, doing research and programming work culminating in me creating a demo application for Intel's Real Sense camera which can be found on my portfolio. During my time at Rhythm I also worked on illustration and graphic design as well as user testing projects.

July 2014 – September 2014 – Bartender – Matt and Phreds Manchester
Duties for this role included creating and testing new cocktail recipes.

December 2013 - January 2014 - Store Assistant -White Stuff Bournemouth

August 2013 - December 2013 - Cocktail Bartender - Orange Rooms Bournemouth

May 2012 - September 2012 - Cafe Assistant -The Hepworth Wakefield

August 2011 - Jan 2012 - Bartender/ Waitress/ Flyering -Tiger Tiger Leeds

Projects
I am experienced with different development methods and team working practises, such as agile and test-driven development cycles. I also have experience of working with clients on live briefs. For more information on my projects, please see my portfolio at **www.libbyodai.co.uk.**

Moxy: The Pedometer Pet
For my Final Major Project at Bournemouth University I designed and created Moxy, a soft toy pedometer with an online game. Players gain "Moxy Points" by walking with the toy clipped to their clothing. These would then be sent to the online game via Wifi. The points can then be used to play the game with your pet and keep them happy. Abandon your pet for too long and it might fall asleep with boredom!

Skills used: Javascript, Node (Socket.io, Johnny Five, Phaser, Mongo DB), HTML, CSS. Arduino (specifically Particle Photon) and circuit building. Photoshop and Illustrator for design.

Intel Real Sense Puppet

Whilst on my placement at Rhythm Digital I got to create a demo application for Intel's new Real Sense depth cameras. Using the camera, I created a real time puppet Windows App. The user can control the limbs of the puppet using their fingertips. The face of the puppet is a 3D image of the user's face.

Skills used: C++ (Cinder Open GL API), Box 2D, Intel Real Sense SDK, Visual Studio.

Elias of Dereham

Elias of Dereham is an IOS endless runner game, where players must dodge obstacles so Elias can bring the Magna Carta to Salisbury Cathedral. The app was created as a group project for the second year project for Digital Media Design at Bournemouth University and in collaboration with Salisbury Cathedral. For the project I was lead developer, which included coding the game and co-project manager, organising the rest of the group. I also designed and created the background characters.

Skills used: Swift (Sprite Kit) and Xcode. Photoshop and Illustrator for design. Project Management.

Interactive Origami Bird Flock

The Origami Bird Project is an interactive poster made to be displayed in the foyer of my university. It was made using Processing and uses a camera to track the audiences faces. The birds then follow the faces of the audience across the screen. The birds are generated procedurally and use flocking systems to move around the screen.

Skills used: Processing.

Interests and Hobbies

In my spare time, I am a passionate roller derby skater and I often volunteer for my league, Royal Windsor Rollergirls. This includes working as a team to fundraise for the league and advertise our games, which often involves a lot of cooking and baking. Currently, I am helping in the process of strengthening the web presence of the league by redesigning the webpage. I also do graphic and clothing design work for my challenge team, Pivot Blocker Jammers.