




# LLOYD DAPAAH

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## education

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### University of Central Florida

BSc. Computer Science  
January 2017 - May 2020  
3.9 G.P.A

### Relevant Coursework

C programming  
Data Structures  
Algorithms  
System Software  
Object-Oriented Programming

## skills

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### Languages

Swift, C, Java, Javascript,  
HTML, CSS, SQL

### Frameworks

Alamofire, SwiftyJSON, Realm,  
jQuery, Vue.js, JSoup, Express  
Body-Parser, Mongoose

### Tools

Xcode, Terminal, VSCode, Linux,  
Atom, Chrome Developer Tools,  
Adobe XD, Adobe Photoshop

## extracurricular

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### Achievements

Phi Kappa Phi Honor Student  
University of Central Florida West  
Africa Student Ambassador

### Organizations

Knights Give Back Volunteer

## work experience

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### Knight Hacks

August 2018 - Present  
Orlando, Florida

### Student Union

August 2017 - November 2018  
Orlando, Florida

### - iOS Developer

Developing mobile application for Knight Hacks events and updates. Collaborating with different **teams utilizing github version control** and using **native swift mixed with cocoapod frameworks** for reactive UX, **asynchronous data** and UI.

### - Building Manager

Working with event and guest services to coordinate events at the student union. Overseeing setups, managing **audio-visual** for bookings, and ensuring **risk management** in regards to crowd management, inventory and unforeseen emergencies.

## personal projects

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### Tell

May 2018 - August 2018  
Orlando, Florida  
Github

### - iOS Developer, UI Designer

Built an app that **automatically translates text** messages across different languages. UI programmed for **custom animations and view cycle management**. Embedded Google Firebase and Realm for user **authentication** while using Yandex API and **JSON parsing** for reading translations.

### Personal Portfolio

October 2017 - Present  
Orlando, Florida  
Github

### - Web Developer

Designed an interactive website modeled on a modern computer desktop. HTML, CSS, and **Vue.js framework** used to design client. **jQuery integrated** for dragging effects and **communication with MongoDB backend** to update content in real-time.

### - Java Developer

Recreated Space Invaders using **Java Swing**. Run events on **different threads** for smooth gameplay. Added **node data structures and File I/O** for collision detection and persisting game/player states like pauses or instant exits.