

Portfolio

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NAME: OKPARAEKE CHUKWUEMEKA JOHN

OBJECTIVE

I believe with my drive to achieve excellence in all that I do, no matter how long it takes me and how hard I have to work to achieve it. I can be of great contribution to the mission your company strives to achieve.

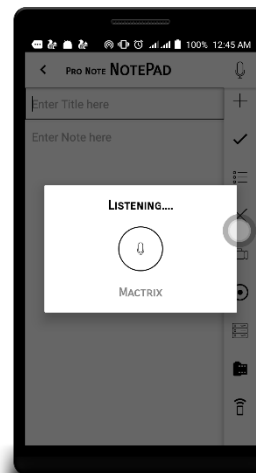
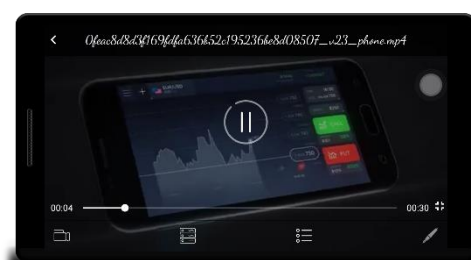
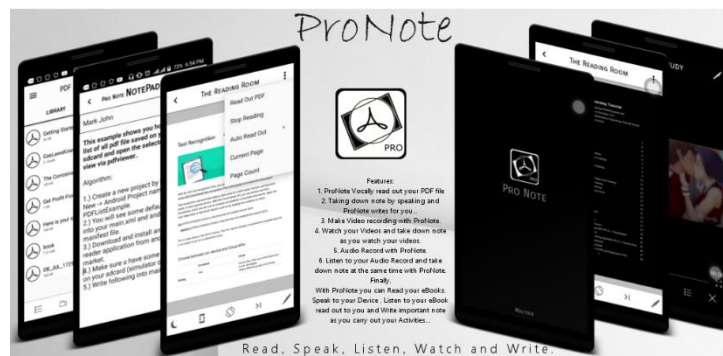
SKILLS & ABILITIES

I am skilled in a number of things which are listed below:

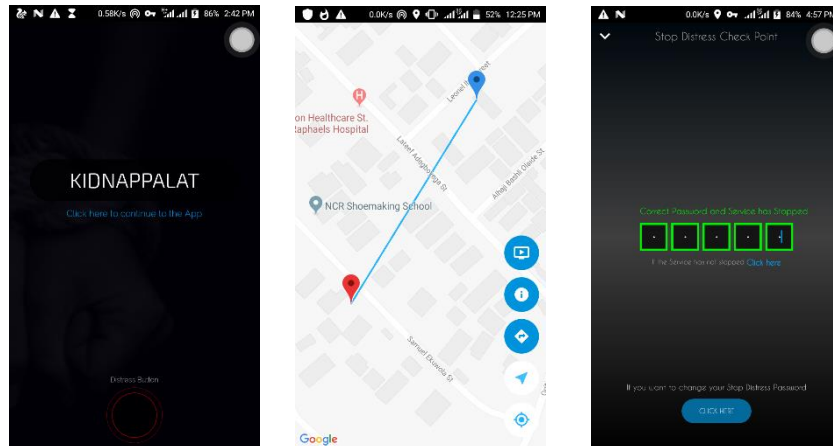
- I am skilled at Java, Python, XML and a little of C# Programming Language.
- I am a skilled at Android Software Development, I have built about 20 android apps.
- I have the ability to learn fast

SCREENSHOT OF SOFTWARE

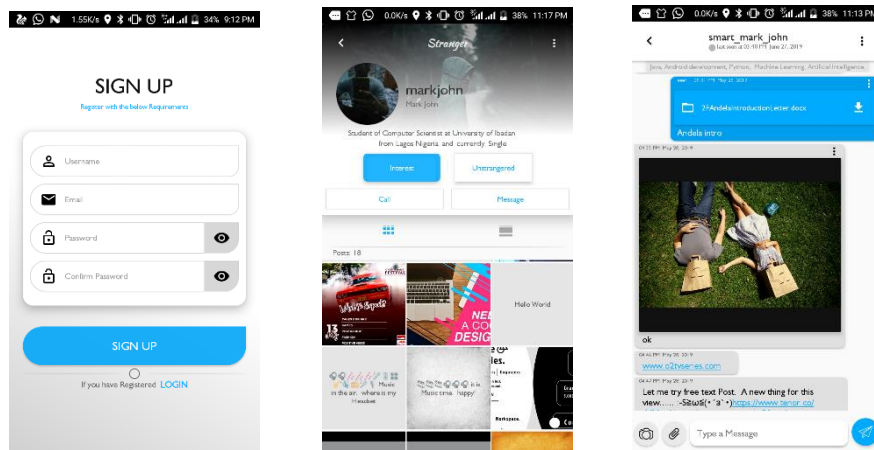
1. **ProNote:** This android Software makes use of Text-To-Speech, Speech-To-Text, OCR, Video Player, Music Player, PDF Reader feature to help User take note effectively and easily. And also help User read PDF easily by converting the User PDF to audio book for them to listen to.



2. **KidnappAlat:** This android Software help to solve the Kidnapping issues in the Nigeria. It does this using the following feature; Google Location API, Google Map API, Geofence API, SMS messaging, Firebase Database Integration, Registration and Login feature.



3. **Stranger:** This android software tries to solve the Employment problems that the country face. It does this also using Geofence API, Google Location API, Registration and Login Features, Firebase Database, Call feature, Chat feature.



EXPERIENCE

HACKATHON COMPETITION

- November 20th, 2018, I took part in a Hackathon competition where we were asked to come up with solution on the following problems which includes; Kidnapping, Arm Robbery, Poverty, Cyber Fraud and Drug Abuse. In the competition I came up with an idea to solve the problem of Kidnapping. The Idea uses Google Geofence technology to prevent Kidnapping before it happens. The Software I built for the competition was an

Android App. My Software came out third out of seven other Presentations.

- I also took part in a Hackathon hosted by the University of Ibadan and GIS Konsult on GIS Technology where I also pitched my KidnappAlat solution and in that Hackathon also I came out Third position (3rd) from my Category.

SOFTWARE DEVELOPMENT

I have gained a lot of experience building Android Software, I have currently build about 20 android software and a little of Game development using Unity Game Engine.

I have successfully been able to build an Android app that could Vocally read out PDF materials using Google Speech Engine. I have built a range of android software ranging from Music Player, Video Player, PDF Reader to Location Software.

MACHINE LEARNING

I have little experience or a developing experience in Machine Learning and Artificial Intelligence Computation.

EDUCATION

SCHOOL NAME: UNIVERSITY OF IBADAN

DEPARTMENT: COMPUTER SCIENCE

LEVEL: 200 Level

GPA: 3.60/4.00

HONORS & AWARD:

- During the first Semester Dinner and Award Night, I won the PROGRAMMER OF THE YEAR AWARD.
- I came third in a Hackathon Competition that targeted solution on Kidnapping, Arm Robbery, Poverty, Cyber Fraud and Drug Abuse.

COMMUNICATION

My Communication skill is one skill of mine that I have been Happy with. I have the ability to pass along message to people in a clear and profound way that they understand.

LEADERSHIP

I first took my Leadership role in Primary 5 when I was made the Assistant Head Boy and in Primary 6 I was made the Head Boy. In my Secondary School days from my Jss1 to SS3 I was the Class Captain and also during my SS3 I was also the Head Boy of my School.

Now in my University period I have been made the Group Leader of our Fridays Programming Practical Classes. And my team at every Practical Class do come out as one of the best.