Chiemeziem Fortune Nwoke

(253) 293 0740
chiemeziemnwoke@yahoo.com
GitHub: https://github.com/newfotune/
LinkedIn: https://www.linkedin.com/in/fortune-nwoke-a6521b10b

OBJECTIVE

Seeking an entry level or internship position as a software developer where I can utilize my programming, testing and debugging skills to help the company and myself.

EDUCATION

University of Washington Tacoma January 2015 to December 2016
Bachelors of Science in Computer Science
Minor in Business Administration

Highline College January 2013 to December 2014
Associates of Science in Computer Science

EXPERIENCE

Computer Science Tutor 2013 to 2014

- My Duty was to tutor my peers in computer science. Primarily using java and C++ programming languages.
- I was also responsible for organizing computer science outreach programs to high schools students.

Library IT Student Assistant

- I am in charge of the library technology services.

PROJECTS (ALL ON MY GITHUB PAGE)

Testing

- I wrote the Junit tests cases for my shopping cart application, as well as my power paint application.
- I wrote a Junit test for a custom hash table. My test was able to detect three bugs in the hash table.

Games

- I was part of a class group that built the popular Vietnamese gambling game Bầu cua cá cop. This is a text based C++ game that uses the linked list data structure to store the dice and manipulate the outcome of the user's rolls.
- I wrote the popular Tetris game in java. Using the Observer Design pattern in the backend to pass in values to the front end of the application. The front end was built with java Swing GUI's.
- I also built the popular hangman game (Hangman WIKI). I used the concept of model view controller (MVC) to separate each part of the game to avoid high coupling. The front end is built with java Swing GUI.
- I wrote my version of Microsoft paint program using java. This has the basic functionalities of a paint program including drawing shapes, erasing, coloring, and saving the art as an image. The back end uses the concept of inheritance to structure the shapes to be drawn.

Data Structures

- I wrote a program to compress and decompress files using Huffman encoding.
- I wrote the back end code of a maze program that uses Breadth first search to find the shortest path from one location to the other.
- I built my custom AVL tree that supports add, remove, and contains function amongst many others.