

OBINNA NWOKOCHA

✉ obiboy19@gmail.com

🐙 github.com/obiboy

☎ (512) 698-5223

EDUCATION

Expected May 2020

The University of Texas at Dallas
Bachelor of Engineering in Software Engineering

SKILLS

PROGRAMMING LANGUAGES	C/C#/C++, Java, JavaScript, HTML
FRAMEWORKS / PLATFORMS	NodeJS
OS' / APPLICATIONS	Linux/Unix, macOS, Windows, Microsoft Excel

EMPLOYMENT

Feb 2017 – Present

Papa John's ● Cashier ● Richardson, TX.

- Accounted for and balanced daily earnings
- Worked with coworkers to increase production efficiency
- Created a welcoming environment for customers that promoted the service of the company

COMMUNICATION & TEAMWORK

ACM Projects

Worked In groups of 5 people to create an ACM sponsored project

- Communicated through Github, Slack and Google Drive
- Coordination of different tasks and group cohesion was required to implement different ideas and resolve conflicts.

Youth Leader

Worked as a Youth Leader at St. Elizabeth of Hungary Catholic Church (Aug. 2015 – May 2016)

- Led group activities and organized events for the church's youth while coordinating with other youth leaders to create weekly agendas.
- Mentored groups of younger students and facilitated discussions

Projects

ARcade

Built an Augmented Reality application

- Used the Unity Game Engine to setup and compile the application
- Created scripts using C# to use a phone's camera to scan the environments and project objects onto those environments
- Set up a server to allows multiple users to interact with each other
- Modeled object using blender

TODO

A social media API whose goal is to keep track of users activires as well as connect them to events and sites in their area

- Used NodeJS and pug to create the basic routes for a webpage
- Used MongoDB to set up a server to create users
- Created a way for users to comment.

ViewAR

An augmented reality platform that allows consumers to view products in 3D on their phones

- Used Unity and Vuforia to do scripting
- Used bootstrap 4 to make a model website
- Debugged and made compatible for android.