Joshua Obiha

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Skills

HARDWARE: Bash, Microcontroller Programming, ADB

APPLICATION: Git, Bitbucket, Java, Python, C, C++, Visual Studio, IntelliJ, Vim, Eclipse, Emacs ,Paint.NET, CLion, Version Control System, UI/UX Design, Android Studio

WEB TECHNOLOGIES: Noje.js, AngularJS, Bootstrap, jQuery, HTML, CSS, SCSS ,MongoDB, JavaScript, JSON, XML, Express.js, Bootstrap, NPM, REST API

Education

CARLETON UNIVERSITY, Ottawa, ON

- 3rd Year Undergraduate
- **Computer Science B.C.S. Major, Co-op Option**. Coursework includes Memory Management, Data Structures and Algorithms ,Concurrent Computing, Shell scripts, Discrete Structures, Client and Server coding, Functional Programming, Session Storage, Relational databases, Web Applications.
- Expected Program Completion: May 2020

Applied Projects

- All projects can be found on my GitHub – https://github.com/obihakenobi

LEAD DEVELOPER – MOBILE APPLICATION   (05/2019 – Present)
LG tVPLAYER

- Developed a web-based video player for tv browsers to open video links, and stream online radio channels
- Developed using HTML/CSS and JavaScript

TEAM MEMBER – MOBILE APPLICATION   (10/2018 – Present)
Lighthouse

- Working along with a partner on a mobile application using **Angular 2** framework
- The lighthouse app is intended for users to get weekly sermons from Sunday services as well as find out upcoming events happening during the week.
- Currently in charge of regular UI/UX design change using SCSS as well as implementation of YouVersion's API to display bible verses alongside sermons.

TEAM MEMBER – FRONT-END DEVELOPMENT   (02/2019 – 03/2019)
Citme

- A website for giving the user their most preferred city based on the user's answers
- Oversaw UI/UX design using CSS as well as documentation such as Use cases and UML diagrams.

TEAM MEMBER – VIDEO GAME   (11/2017 – 12/2017)
Adventure

- Programmed a single player command line strategy game using **Java**. Oversaw Neutral players (non-player characters) mechanics such as Neutral players interactions with user.

- Neutral players conversion to enemy characters.
- Oversaw UML Documentations.

LEAD DEVELOPER – VIDEO GAME   **(05/2016 – 06/2016)**

VolleyVector

- A two-player volleyball game
- Programmed various mechanics for player's movement and volley ball physics such as collision detection and gravity. This was done using the Java's framework and the use of Stanford's ACM Libraries.
- Designed various play Arenas using Paint.NET.

LEAD DEVELOPER – VIDEO GAME   **(07/2015 – 07/2015)**

ImpossibleGame

- Programmed a question-based game with **Java** due to the versatility and the implementation of ACM Libraries for easier canvas creation.