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

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

Lighthouse

- Working along with a partner on a mobile app using **Angular 2**
- 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 Documentations such ass 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 character.
- Oversaw UML Documentations.

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

VolleyVector

- A two-player volley ball 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.