# Oduwa Edo-Osagie

*Curriculum Vitae*

*A 3rd year Software Engineering student with well developed analytical and problem solving skills, experienced in back-end development and seeking an opportunity to impact the world with my creativity.*

## Experience

### Independent Projects

**2014** — **Jive**.
I created a music discovery app with its own backing music discovery engine based on machine learning principles.
Featured on Top 25 Music apps on the Netherlands iOS App Store.
`http://jiveapp.github.io`

**2014** — **AnimeHub**.
I created an iOS/Android app for all things anime. It provides news updates and allows you to watch episodes and read comics.
`https://itunes.apple.com/us/app/animehub/id882620151?ls=1&mt=8`

**2014** — **MixrChat**.
I created an iOS app that allows users to sign up and connect with other users randomly for random conversations. This app won me first place at the 2014 UEA App Challenge.
`http://goo.gl/tRNdP5`

**2014** — **Machine Learning Classifiers**.
I wrote open-source implementations of the k-Nearest-Neighbour and Naive-Bayes Machine Learning algorithms
`https://github.com/oduwa?tab=repositories`

The projects listed above are just a few of my works. For more, please visit the appropriate links below:

Open-Source Work — `https://github.com/oduwa`.

Website — `http://oduwa.github.io`.

Blog — `http://odiesportfolio.tumblr.com`.

## Vocational

**2013–Present** **Peer Assisted Learning(PAL) Mentor**, University of East Anglia, Norwich.
Help first year students with their programming module through informal tutoring.

Responsibilities and Roles:
- Plan and organise tutoring sessions.
- Clearly explain confusing programming concepts to first year students.
- Work back and forth between both students and lecturers.

**Summer 2014** **Software Development Intern**, NOMTEK, Wroclaw.
Assisted with the development of iOS and Android apps.

Responsibilities and Roles:
- Managed and organised my time while working remotely (Job was in Poland and I was in England).
- Added implementations for new features for existing apps.
- Found and fixed bugs in existing applications.
- Refined and optimized implementations of certain features.

**Summer 2013** **Sales Assistant**, Isabel Hospice, Hatfield.
Volunteered at the Isabel Hospice charity shop.

Responsibilities and Roles:
- Worked in a dynamic, fast-paced environment.
- Organised the items in the shop, improving the flow and atmosphere while making it easier for customers to quickly locate what they want.
- Assisted customers in making decisions on what to buy.

## Skill Set

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|---|---|
| Basic | CVS, LaTeX, C, Photoshop |
| Intermediate | Lua, Python, Ruby |
| Advanced | Objective-C, Swift JAVA, C++, JavaScript, SQL, PHP |

## Education

**2012–Present** **BSc Software Engineering**, *The University of East Anglia*, Norwich, .
First Year Grade: First Class
Second Year Grade: First Class
Predicted Final Grade: First Class

## Awards

2014 School of Computing Science Year 2 Assessment Award

2014 First Place, UEA Mobile App Challenge

## Misc

2014 Founding member and committee member of UEA Computing Science Society