

Oduwa Edo-Osagie

Curriculum Vitae

*A Final year Software Engineering student with well
developed analytical and problem solving skills.
Seeking an opportunity to impact the world with my
creativity.
I'm good. I really am.*

Experience

Independent Projects

- 2014 **Jive.**
I created a music discovery app with its own backing music discovery engine.
Featured on Top 25 Music apps on the 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>
- 2013 **Naruto Adventure.**
I created an iOS action platformer game based on the Naruto series
<http://goo.gl/bz6k6g>

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

Open-Source <https://github.com/oduwa>.
Work
Website <http://oduwa.github.io>.
Blog <http://odiesportfolio.tumblr.com>.

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1/2

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

Basic CVS, \LaTeX , C
Intermediate PHP, Lua, Python
Advanced Objective-C, JAVA, C++, JavaScript

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

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