

# Oduwa Edo-Osagie

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## 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.*

### Experience

#### Independent Projects

- 2015 **Bolt IDE.**  
A C/C++ IDE for the iPad.  
<https://www.youtube.com/watch?v=vKTaAF18vaM>
- 2015 **GameBoy Emulator.**  
A GameBoy emulator to be used over the web.  
<https://www.youtube.com/watch?v=z9GFDX30ZYQ>
- 2014 **Jive.**  
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.**  
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>
- 2015 **Machine Learning Classifiers.**  
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 <https://github.com/oduwa>.  
Work

Website <http://oduwa.github.io>.

Blog <http://odiesportfolio.tumblr.com>.

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## Vocational

September 2015–Present **Tutorial Writer/Editor**, RAYWENDERLICH, raywenderlich.com.  
A member of the Android tutorial team at raywenderlich.com

Responsibilities and Roles:

- Write useful and interesting Android related tutorials.
- Read through and edit tech tutorials written by other writers.
- Update existing tutorials as new APIs and approaches emerge and old ones get deprecated.

Summer 2015 **Software Engineering Intern**, REALVNC, Cambridge.  
Responsible for creating a VNC server for the Android platform.

Responsibilities and Roles:

- Created a way to gain remote access to Android devices from other kinds of devices.
- Worked on a large codebase and had to coordinate changes and additions using source control.

Summer 2014 **Mobile Developer 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.

2013–2015 **Peer Assisted Learning(PAL) Mentor**, UNIVERSITY OF EAST ANGLIA, Norwich.  
Helped 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 new to programming.
- Work back and forth between both students and lecturers.

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## Skill Set

Basic	L <sup>A</sup> T <sub>E</sub> X, Photoshop
Intermediate	C, Lua, Python, Ruby
Advanced	C++, JAVA, PHP, JavaScript, SQL, Objective-C/Swift

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## Education

2015–Present **MSc Advanced Computing**, *The University of East Anglia*, Norwich, .

2012–2015 **BSc Software Engineering**, *The University of East Anglia*, Norwich, .  
First Year Grade: First Class  
Second Year Grade: First Class  
Final Grade: Starred First Class

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## Awards

- 2014 School of Computing Science Year 2 Assessment Award
- 2014 First Place, UEA Mobile App Challenge

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## Misc

- 2014 Founding member and committee member of UEA Computing Science Society