

OWUSU BRIGHT OMARI

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EDUCATION

Grambling State University — Grambling, LA, USA

Bachelor of Science in Cybersecurity Defense Strategy/Policy

(Expected May 2028)

Relevant Coursework: Data Structures and Algorithms, Fundamentals of Cybersecurity, Operating Systems, Information and Databases, Object-Oriented Programming, Computer Systems & Network (Fall 2024)

TECHNICAL SKILLS

Languages: Python, C++, HTML/CSS, Javascript, JSON

Tools: Git/GitHub, VS Code, Replit IDE, Firebase, RESTful APIs, JSON, Pygame

Skills: UI/UX Design, Backend Coordination, API Integration

EXPERIENCE

Assistant Tutor & Online Coordinator — Backend API Team, MIGY Consult *Feb 2023 – May 2023*

- Coordinated and facilitated online learning sessions while contributing to backend API development, ensuring efficient server-side functionality and integration.
- Worked collaboratively with a cross-functional team of 5 developers to build and optimize backend APIs, ensuring seamless integration with frontend components.

Cybersecurity Intern — Citizens Bank, Nsawam

Jan 2024 – Mar 2024

- Assisted the Chief Information Security Officer (CISO) in maintaining and strengthening the organization's security posture, contributing to vulnerability assessments and incident reporting.
- Supported data encryption and integrity tasks, helping safeguard sensitive customer information and maintain compliance with security standards.
- Identified, tested, and reported vulnerabilities on internal banking platforms to mitigate cyber risks.

PROJECTS

Visa Slot Notifier Extension — Chrome Extension

GitHub: [VSN Extension](#)

HTML/CSS, JavaScript, JSON, APIs

- Created a Chrome extension used by 10+ users to secure timely visa appointments.
- Integrated real-time data fetching from external APIs to deliver up-to-date information, improving user decision making and efficiency.

Pomodoro Play — Chrome Extension

GitHub: [Pomodoro](#)

HTML/CSS, JavaScript, JSON, APIs

- Created a Chrome extension combining the Pomodoro Technique with entertainment, implementing work/break timers and interactive games to boost productivity.

Words Per Minute Game — Python

GitHub: [Words-Per-Minute](#)

- Developed an interactive Python-based typing speed game that tracks and analyzes users' typing performance within a set time limit.
- Implemented key features such as dynamic difficulty adjustment, real-time word count tracking, and visual feedback to enhance user engagement and motivation.

2048 Game — Python

GitHub: [2048](#)

- Developed a 2048 game with Python and Pygame, implementing key mechanics like grid management and tile merging for smooth user interaction.

CAMPUS INVOLVEMENT

Tech Other Side Research Team: Fall 2024 – Present

ColorStack Grambling Division: Spring 2025 - Present