

Osazuwa Omigie

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EDUCATION

Web Technologies (Post Graduate Certificate)

January 2014 – Present

Harvard University, Cambridge, MA

Software Engineering (BEng.)

Sep. 2008 – April 2013

Carleton University, Ottawa, ON

EXPERIENCE

ALCATEL-LUCENT INC., OTTAWA, ON

Software Application Engineer

May 2013 – Present

- Resolved various network related issues which often involved SNMP packet inspections between servers and routers
- Wrote a python tool that automates the creation of service access ingress policies
- Debugged complex issues involving multi threaded Java applications and Java Messaging Service (JMS) queues
- Achieved my network routing specialist certification within 6 months of employment

ELECTRONIC ARTS (EA Games), WATERLOO, ON

Software Engineer Intern

May 2012 – August 2012

- Built a java software tool using DWR engine, JAXB, and perforce source control API for adding and configuring game content on a gaming platform
- Developed a groovy script for reporting the game server's thread statistics whenever a certain alarm is triggered by the monitor
- Wrote detailed documentations and performed team presentations for bug fixes and new software features
- Actively participated in code reviews for critical bug fixes and new features on the gaming platform and the game server

BLACKBERRY LTD, OTTAWA, ON

Software Designer Intern

Sep. 2010 – Apr. 2011

- Investigated and solved SMS, GPS and CDMA related software bugs and change requests
- Wrote and maintained a windows batch program which saved the company production costs and was in use by over 520 RIM designers and testers worldwide
- Wrote and maintained a desktop application in visual C# for automating calibration and upgrading boot rom on BlackBerry mobile phones
- Ported features written in C and C++ to newer platforms

DEPARTMENT OF NATIONAL DEFENSE, CANADA**Level 2 Technical Support****June 2010 – Aug. 2010**

- Installed, configured, tested, maintained and troubleshot network hardware, peripheral devices, printing and scanning devices
- Ensured that Windows-based workstations and servers complied with established policies, standards, licensing agreements, and configuration guidelines
- Installed, configured, tested, and troubleshot networking and other end user software
- Performed on-site analysis, diagnosis, and resolution of computer hardware problems

PROJECTS**2011 - Present**

- iMathIt (Objective-C): An iPhone game for teaching high school students math. The app is being developed using both the cocos2d and core-plot frameworks.
- Compiler (Java): A compiler with source language as CMM (a language grammar I made up) and target architecture is the Java Virtual Machine (output code is jasmin). I have completed the compiler front-end (lexical analysis and recursive descent parsing) and the jasmin assembly code generator.
- Mobile phone simulator (C and Assembly): An embedded application for the Motorola 68HC12 microcontroller. The software simulates the various operating modes of a mobile phone while using the LCD, LEDs, keypad, and other I/O. It also achieves a level of multitasking through the use of interrupts.
- CuChapter: Personal online portfolio for keeping track of my software projects from school and clients. (www.cuchapter.com)

My Online code repositories

- Github: <https://github.com/osamie>
- Bitbucket: <https://bitbucket.org/oomigie>

SKILLS

- Strong passion for software development and OO Design
- Familiar with Linux, Apache, MySQL, Jetty, maven and Tomcat
- Excellent working knowledge of data structures and multitasking concepts
- Experience with version control systems: GIT, perforce, subversion
- Proficient in Java, C, JavaScript, AJAX, JSON, CSS, and related web technologies
- Deep understanding of web standards and technologies (e.g. HTTP, REST, JSON)
- Good understanding of TCP/IP and networking fundamentals