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| Ottawa, ON, Canada  C: (613) 262-6404 | **OSAZUWA OMIGIE** | | | [osamie2002@gmail.com](mailto:osamie2002@gmail.com)  [www.zuwa.me](http://www.zuwa.me) |
| **Employment** | | | | |
| **Software Engineer** | **IBM** | | | March 2015 - Present |
| * Fixed and built different features across multiple components of a cloud based analytics solution * Led a squad of developers in delivering 3 new application features * Organize and drive certain technical meetings which involve new architectural decisions * Delivered technical demonstrations and talks to managers and teams on new app features | | | | |
| **Software Engineer** | **Nokia (former Alcatel-Lucent)** | | | May 2013 – March 2015 |
| * Built an enterprise web application for monitoring utilization levels of network links and MPLS interfaces * Wrote a python tool that automates the creation of service access ingress policies * Built a software build system similar to Jenkins that also performs version control system operations | | | | |
| **Software Engineer, Intern** | Electronic Arts (EA) | | | 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 * Actively participated in code reviews for critical bug fixes and new features on the gaming platform and the game server | | | | |
| **Software Designer, Intern** | | **Blackberry** | **September 2010 – April 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 | | | | |
| **Education** | | | | |
| **Ottawa, ON** | **Carleton University** | | | **September 2008 – May 2013** |
| * Bachelors of Engineering, Software (B.Eng.) | | | | |
| **Technical Experience** | | | | |
| **Recent Projects** | | | | |
| * **www.zuwa.me** (2012). Personal online portfolio for keeping track of my software projects and experiments. *JavaScript, HTML5, CSS3* * **www.iMathIt.com** (2013). An iPhone game for teaching high school students math. The app is being developed using both the cocos2d and core-plot frameworks. *Objective-C, JavaScript, PHP, HTML5, CSS3* * **Compiler - front-end and code generator** (2012). A compiler with source language as CMM (a language grammar I made up) and target architecture is the Java Virtual Machine. CMM is first compiled to jasmin assembly language and then java byte code. *Java* * **Mobile phone simulator** (2012). An embedded application for the Motorola 68HC12 microcontroller. The application simulates the various functions of a mobile phone and performs multitasking using interrupt handlers. *C, 68HC12 assembly language* | | | | |
| **Languages and Technologies** | | | | |
| * Java; JavaScript; C; CSS; HTML; Python; Groovy; JSON * MySQL; Mongo; Redis; Docker; Node.js; Grunt; Maven; Jenkins; Apache Tomcat; Nginx; GitHub (git) * HTTP; TCP/IP; REST; AJAX | | | | |