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| Toronto, ON, Canada  C: (613) 262-6404 | **OSAZUWA OMIGIE** | | | [osamie2002@gmail.com](mailto:osamie2002@gmail.com)  [www.zuwa.me](http://www.zuwa.me) |
| **Employment** | | | | |
| **Senior Software Engineer** | **Zynga** | | | March 2017 – Present |
| * Increased Daily Active Users by improving the game’s performance (over 25% increase in frames/sec) * Helped in coaching new dev team members to ramp up and integrate with the culture * Delivered studio-wide tech talks on new technologies and best software development practices * Won 1st place at organization-wide coding hackathon   *Languages & technologies: C#, Unity, Java, PHP, Git, Jenkins* | | | | |
| **Staff Software Engineer** | **IBM** | | | March 2015 – March 2017 |
| * Architected and led the development of a notification system that improves user experience * 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 * Delivered technical talks and demos on new product features, technologies, and industry best practices   *Languages & technologies: JavaScript, Java, Nginx, Node.js, Docker, Redis, MongoDB, Grunt, Git, Jenkins* | | | | |
| **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 custom system similar to Jenkins that also performs version control system operations   *Languages & technologies: JavaScript, Java, Python, C, MySQL, Git, Maven, HTML, CSS* | | | | |
| **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   *Languages & technologies: JavaScript, Java, Groovy, Redis, MongoDB, XML, JSON, HTML, CSS* | | | | |
| **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   *Languages & technologies: C, C#, Perforce, Jenkins* | | | | |
| **Education** | | | | |
| **Ottawa, ON** | **Carleton University** | | | **September 2008 – May 2013** |
| * Bachelors of Engineering, Software (B.Eng.) | | | | |
| **PROJECTS** | | | | |
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| Please visit [www.Zuwa.me](http://www.Zuwa.me) | | | | |
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