Promise Eskor Ononokpono

promiseono@gmail.com | 1 (506)-429-2882 | York, ON | linkedin.com/in/promise-eskor | github.com/pononokp

Portfolio: promiseono.vercel.app

EDUCATION

Bachelor of Science in Software Engineering, GPA: 4.0 01/2021 – 12/2025 | Fredericton, NB

University of New Brunswick

Relevant Coursework: Data structures and Algorithms, UX & UI Design Principles, Agile methodologies, Software Development

SKILLS

Programming Languages: C, Java, C#, Python, Kotlin, JavaScript, TypeScript, HTML, CSS, SQL

Developer Tools/ OS: Git, Docker, Azure, MS SQL, Firebase, Selenium, Linux, Windows, PostgreSQL, Jenkins, Postman

Software/Frameworks: Node, React.js, Java Spring Boot, NestJs, MS Office, Jira, Confluence, VS Code

PROFESSIONAL EXPERIENCE

Intern - Front-end Developer 05/2024 – 12/2024 | Fredericton, NB

UNB Alloy Design Research Laboratory

- Applied strong analysis and problem-solving skills to develop a Python-based analytics application from an existing MATLAB proof of concept, integrating 10+ material simulation models (including ML models) and enhancing research efficiency in alloy design.
- Engineered the software to be easily scalable by the research team using object-oriented programming, well-documented code and a detailed update user guide highlighting strong technical, documentation and written communication skills.
- Built the graphical user interface (GUI) using PySide and Plotly, providing a modern yet simple design with enhanced data visualization abilities, thereby eliminating the need for researchers to manually create graphs, saving them valuable hours in time.
- Packaged and deployed the software using PyInstaller, ensuring seamless installation and distribution for end users.
- Rapidly adapted by independently learning and applying PySide, Plotly, and modular software design for the first time to develop a complete product, demonstrating flexibility and a drive to learn new technologies and applications continuously.

Quality Assurance Intern 09/2022 – 04/2023 | Remote

Global Vision (GVD)

- Acted independently to solo-develop a system health checker application using PowerShell scripting, optimizing 20,000+ client environments for GVD software validation, cutting validation bugs by 50%, showing a self motivated starter who can take the initiative.
- Spearheaded a key phase of in-house software validation for the GVD 5.12.0 release, demonstrating leadership and ownership in ensuring software reliability, quality and a smooth release cycle.
- Designed, implemented, and maintained 150+ daily automated user interface (UI) testing scripts, including integration and unit tests in Java/Selenium and Jenkins, debugging and troubleshooting software issues to optimize efficiency and software reliability.
- Gained Experience in project management and source control tools particularly Atlassian ones such as Sourcetree, Jira and Confluence.
- Collaborated cross-functionally in an agile remote environment, actively participating in Scrum and delivering regular status reports, and utilizing excellent teamwork, collaboration and verbal communication skills

PROJECTS

Fun2Learn

React.js, JavaScript, MS SQL, Node, Azure, HTML, CSS, REST, Docker, Firebase, Web Services & APIs

- Developed a creative, research-driven and innovative gamified time management system using modern tech stacks like React, Node and REST APIs to ensure a smooth and responsive user experience (UX), enhancing student productivity and reducing academic stress.
- Integrated Firebase authentication with Node and Azure, enabling seamless and secure user sign-ups while adhering to COPPA security guidelines and secure coding best practices.
- Engineered AI-driven positive reinforcement messages based on user statistics to enhance motivation and engagement from users.
- Leveraged Azure cloud services, including Blob Storage and MS SQL, to ensure scalable data storage and efficient multi-user management.
- Containerized the front and back end with Docker, facilitating seamless scalability and deployment on Azure Container Apps to support over 1,000 concurrent users.

SenZy

Unity, C#/.Net/.Net Core, Java/Spring, REST, GitLab, Web Services & APIs

- Collaborated with a team to develop a sensor management web application with a front-end in Unity and a Java/Spring back-end, enabling real-time visualization and monitoring for up to 500 active sensors, sensor aggregation features, and role-based access control.
- Engineered a communication system using Java and REST APIs on the backend and C# and .NET on the Unity front end, streamlining command execution and improving system responsiveness by 30%.
- Designed and implemented an intuitive, user-friendly interface using Unity's UI/UX system and prefabs, showcasing creativity and a passion for experimenting and innovation, which significantly improved accessibility and reduced development time.
- Developing and optimizing complex queries & stored procedures in MS SQL for sensor data management accessing them through Java
- Utilized GitLab for version control, ensuring seamless collaboration and reducing integration conflicts in Unity projects.