

# Promise Eskor Ononokpono

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## 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, Web and Mobile Applications, Agile methodologies, Software Development

## SKILLS

**Programming Languages:** C, Java, C#, Python, Kotlin, JavaScript, TypeScript, HTML5, CSS3, SQL

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

**Software/Frameworks:** Node.js, ReactJS, Java Spring Boot, NestJS, Microsoft Office, Jira, Confluence

## PROFESSIONAL EXPERIENCE

### Software Engineer Intern


05/2024 – 12/2024 | Fredericton, NB

*UNB Alloy Design Research Laboratory* 

- Applied problem-solving and analytical 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 model, well-documented code and 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 to new technologies, independently learning and applying PySide, Plotly, and modular software design for the first time to develop a complete product, demonstrating a flexible nature, and a drive for continuous learning.

### 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 motivated self-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, debugging and troubleshooting software issues to optimize efficiency and software reliability.
- Assisted in gathering functional requirements, developing technical specifications and test plans as part of my responsibilities as a QA intern.
- Collaborated cross-functionally in an agile remote environment, actively participating in Scrum and delivering regular status updates, and utilizing excellent teamwork, collaboration and verbal communication skills

## PROJECTS

### Fun2Learn

*ReactJS, JavaScript, SQL, Node.js, Azure, HTML, CSS3, REST, Docker, Firebase, Web Applications*

- Developed a creative, research-driven and innovative gamified time management system using modern tech stacks like ReactJS, Node.js and REST APIs to ensure a smooth and responsive user interface (UI), enhancing student productivity and reducing academic stress.
- Integrated Firebase authentication with Node.js 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 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.

### Shopping System

*Java, Azure, MySQL, Spring Boot, HTTP*

- Architected a microservice-based shopping system in Java, structuring it into four core services (catalogue, user management, shopping cart, and payment), improving scalability and reducing service coupling.
- Implemented design patterns such as the factory, state and command patterns, enhancing system maintainability and enabling faster feature development.
- Effectively utilized RESTful APIs to enable seamless communication between microservices, reducing data retrieval times by 25% and ensuring high interoperability.
- Integrated and managed a dedicated MySQL database service, supporting 5,000+ concurrent transactions while maintaining data consistency and integrity.