Chibuzor Okwusiuno

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Education

University of Guelph — Guelph, ON
Bachelor of Computing: Software Engineering — *Expected April 2026*

Experience

Coding Instructor — June 2023 – Present
Zebra Robotics — *Brampton, ON*

- Instructed students from grades 1–12 in fundamental concepts of engineering, computer science, coding, and robotics, enhancing their understanding and interest in STEM fields.
- Enhanced understanding of Object-Oriented Programming and Memory Allocation for students by developing age-appropriate analogies and interactive coding challenges
- Instructed C, Python, Java, JavaScript, HTML/CSS courses

Projects

FixtureSphere | *Spring Boot, ReactJS, SQL, Supabase, AWS EC2, S3, CloudFront, Route 53* | www.samokw.name

- Engineered a full-stack solution using Spring Boot and ReactJS, enabling users to efficiently access and analyze statistics for 20,000+ fixtures through custom API endpoints and interactive data visualizations.
- Optimized content delivery speed by 20% through strategic deployment on AWS EC2 (backend) and S3 (frontend), while enhancing security with CloudFront caching and HTTPS integration.
- Developed a responsive, data-driven dashboard with React and Material UI, decreasing user search time for match data by 80%

Alphanetic | *Python, ReactJS, Material UI* | GitHub Link: https://github.com/samokw/typeracer

- Developed a user-friendly educational app for phonetic alphabet translation, featuring real-time processing and personalized learning paths, securing Top 5 placement in the education section among 20+ teams in that category in a competitive hackathon.
- Engineered a highly responsive frontend using ReactJS and Material UI, resulting in a 0.5-second decrease in average task completion time and positive user feedback for intuitive design.

Chess Web Application | *Python, C (SWIG), HTTPServer, JavaScript (Chessboard.js), Bootstrap, SQLite*

- Developed a multiplayer chess variant application combining **C-based game logic wrapped with SWIG** and a Python **HTTPServer** backend, enabling real-time gameplay and player matchmaking.
- Engineered an interactive frontend using **Chessboard.js** and Bootstrap, delivering real-time board updates, move replays, and intuitive game analysis.
- Implemented robust **C functions** for move validation, rule enforcement, and time tracking, ensuring precise gameplay and optimal performance.
- Integrated **AJAX polling** and SQLite to achieve seamless data synchronization, reducing latency and enhancing multiplayer experience.

Coronavirus Statistics Visualization | *Python, pandas, Matplotlib, Seaborn*

- Enhanced data reliability by cleaning and refactoring over 3,000 lines of COVID-19 data from Statistics Canada, reducing inconsistencies by 95% and enabling more accurate trend analysis.
- Analyzed time-related and demographic trends, revealing a correlation between winter months and increased COVID-19 cases, particularly in areas with high prison populations.
- Adopted Agile methodologies to enhance project efficiency, resulting in 10% faster data updates and consistent delivery of Matplotlib and Seaborn-based coronavirus trend visualizations.

Technical Skills

Languages: Java, Python, C, SQL, JavaScript, R
Frameworks/Libraries: ReactJS, Node.js, Pandas, Matplotlib, Seaborn, Supabase, PostgreSQL, MySQL, Material UI
Tools: Git, Docker, Spring Boot, AWS (Lambda, EC2, RDS, CloudWatch, S3, CloudFront, Route 53), Linux, Agile Methodologies