

# Udenna Nebeolisa

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## Software Engineer

Full stack web developer with a passion for problem solving with experience in Ruby on Rails, and JavaScript/React. A background in IT, game design, and customer service, facilitates strong skills in creativity, strong attention to detail and the ability to learn fast. I help innovative companies develop features that the end user will inevitably love. I am committed to meeting goals in a timely manner while ensuring the best quality work.

## TECHNICAL SKILLS

JavaScript, React.js, Material UI, Ruby, Ruby on Rails, SQL, SQLite, HTML, CSS, FileMaker, PostgreSQL

## TECHNICAL PROJECTS

### LORD OF THE STRINGS – <https://github.com/NestorV95/Lord-of-the-Strings>

All the enemies and clear all stages without your health reaching 0. The story takes place in a land of object orientation where you are a character is tasked with venturing to a dangerous land and retrieving a relic without being killed by the hostile inhabitants you encounter on your journey.

- This was our first Phase 1 Project which I am very proud of as I had a lot of fun making this with my good friend Nestor.
- The gameplay is simple, you can navigate through different selections with the up and down arrow keys, once your selection is highlighted simply press enter to select that option.
- In instances when dialogue appears in between rounds you have the option to either read them or skip them. either way players must press enter to move.
- I was in charge of the Logic and planning of this app but it was a team effort on both sides.
- Built 100% in ruby

### PORTFOLIO SITE (LIVE) - <https://udennanebeolisa.com/>

- First time using jQuery on a project
- Created using React

### EATS - <https://github.com/sir-udenna/react-eats>, <https://github.com/sir-udenna/rails-eats>

A simple project used to find food near you using the yelp API and the user's geolocation.

- Utilized Material UI to make a responsive and beautiful UI that is easy for the end user to navigate.
- Used Ruby on Rails to make calls to the Yelp API and employed the geolocation from the React side of the projects to edit the fetch request to display personalized food results.
- Implemented JWT Authentication so users can create an account and have their credentials and data encrypted.

### ANOTHER RHYTHM GAME - <https://github.com/sir-udenna/phase-3-project-rythm-game>

My Phase 3 project. This app is a rhythm game that allows the users to create a username to save their score, or play as a guest, view the top 10 high scores, and view the controls.

- This was made with JavaScript for the frontend and Ruby on Rails for the backend API. Used JavaScript on the front-end
- Used the AudioContext API to determine when to display the beat-bubbles to the screen.

## EMPLOYMENT HISTORY

Computer Repair Technician, **CSAT Solutions**, Houston, TX 06/2020 – 01/2021

- Assisted in various IT related jobs including cable running, server management, cable management, internet setup, phone setup and motherboard replacement.
- Oversaw Computer Setup / Troubleshooting and repair.

Computer Technician, **RTSI GLOBAL / Field Nation**, Houston, TX 08/2018 – 01/2020

- Reviewed customers complaints to determine the details of equipment problems.
- Analyzed equipment performance and assessed equipment functioning.
- Completed repair tickets.
- Installed and configured new equipment, including operating software or peripheral equipment as required.

## EDUCATION

**Flatiron School, New York, NY** 02/2021 - 06/2021

Full Stack Web Development, Ruby on Rails and JavaScript program.  
Immersive Data Science Bootcamp program, end 06/2021.

**Lonestar College, Houston, TX** 02/2020 - Present

Computer Science Field of Study