

SOMUNACHIMSO NZENWA

Address: 5 Kipling iQ, Salford, M6 6FJ
mobile: 07936548807 email: somunanzenwa@gmail.com

A passionate programmer who finds enjoyment and fulfillment from the journey of creating software.

EDUCATION AND QUALIFICATIONS

- **University of Salford**

BSc Software Engineering: 2021 – 2024

Y1: Course content: Computer System Internals and Linux, Database Systems, Professional Development and Practices, Web Development and HCI, Programming 1, Programming 2.

Y2: Course content: Career Development, Client Server Systems, Data Structures and Algorithms, Design Patterns, Networking and Security, Software Evolution, Software Projects with Agile Techniques.

Y3: Course content: Dependable Software Engineering, Mobile Development, Project for SE, Software Quality Management, Virtual Reality and 3D Games.

- - 2021

A Levels:

Chemistry(A*-86%)	Mathematics Sciences(A*-84%)
Biology(A*-81%)	English(A*-84)
Total: (4 A*'s)	

- - 2019

IGCSEs:

English(B-74%)	Chemistry(B-73%)
Mathematics(A-82%)	Economics(C-62%)
Physics(A-86%)	Biology(B-74%)
Total: (2 A's, 3 B's and 1 C)	

TECHNICAL SKILLS

Programming Languages:	C#, C, C++, Java, HTML, CSS, PHP, MySQL, JavaScript, Kotlin, XML, Swift, Git.
Tools:	Visual Studio, Eclipse, BlueJ, Android Studio, Xcode, PHP Storm, MySQL Workbench, GitHub, Linux Terminal.
Frameworks and Engines:	Unity, jQuery.
System Documentations:	UML, Use Case Diagrams, Wireframes, System and User requirements, Activity diagrams, Validation and Verification, Risk Management, Health, and safety.

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NOTABLE PROJECTS

Endless Running Game (Technologies used: C#): Developed an endless running game in Unity. The character/runner is moved using key events to avoid obstacles. The player can also attack enemies (bulls) and collect meat and coins. Furthermore, the score/distance of the runner is calculated as the player runs.

Educational Outer Space Game (Technologies used: Java, Eclipse, Maven):

Developed a computer game that explores the solar system in a fun and intriguing manner. The game is specifically designed in a colorful and fun way to help people learn about the planets of the solar system. It implements audio-visual components for a higher attention span. It also uses key event listeners and animation timer. Upon completion, an astronomy award is collected.

Educational Android Game (Technologies used: Kotlin, XML):

Developed an android game that teaches various aspects of science (animal sounds, reproduction, food chains) in a fun and intriguing manner. The game is specifically designed in a colorful and fun way to help people learn about the planets of the solar system. It implements an audio-visual component for a higher attention span. It also uses touch event listeners and coroutines.

Real-time Charging Station Locator (Technologies used: HTML, CSS, JavaScript, PHP, SQL): Developed a website used to search for the nearest car charging stations using a geological location and the result is returned on a map view and list view. The website requires authentication before the search page is accessible. The user can search for and book an available time slot for a charging point and pay based on the given price. Achieved a stable website that runs with 1000 users simultaneously logged in, searching across 200 charge points worldwide.

Calculator & Water Park Ticket System (Technologies used: C, Linux):

Developed a calculator used to carry out numerical functions. Developed a system that issues tickets which can be purchased and are valid for specific time slots. A time is picked from the available slots on a specified day to print ticket details which can be used to gain access into the park.

ENGINEERING EXPERIENCE

Group Project Demo & Presentation (HackCamp) (Technologies used: HTML, CSS, PHP, SQL)

Role: Game Developer

- Managed the database to ensure consistency of data and ensured the atomicity, consistency, isolation, and durability of the database operations. Also aided in the client and server-side development of the web page where necessary.

SKILLS AND ACHIEVEMENTS

- Retail assistant at Extra Care Charitable Trust (Voluntary) – May – July 2023**
- Medical Assistant at Health Bridge Medical Consultants (Internship) – December 2020**

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- **Proficient use of Microsoft Word, Presentation, Excel, Access, and other word processors.**
- **University of Salford Global Gold Excellence Scholarship (£5,000) – 2021**
- **University of Alberta International Country Scholarship (\$5,000) - 2021**
- **University of Alberta International Student Scholarship – Renewable (\$2,500) - 2021**
- **University of Birmingham Nigerian Outstanding Achievement Scholarship (£2,500) – 2021**
- **Course Representative at University of Salford School of Engineering – October 2021 – May 2022, October 2023 till Present**
- **Student Ambassador in NCUK (Voluntary) – June 2022 till Present**
- **Top graduating students in A-levels – 2020**

EXTRA-CURRICULAR ACTIVITIES

Playing video games and watching series are one of my hobbies. I love listening to music and as well, making playlists for every mood, which I enjoy playing for my friends so they can judge it. I also watch gameplay walkthroughs and tutorials on YouTube.

I also travelling and meeting my friends, especially when it involves going outside.

REFERENCES

References available upon request. Please contact me via e-mail or phone.