Samuel Osa-Agbontaen

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Education

HARVARD UNIVERSITY   Cambridge, MA
Bachelor of Arts (A.B.) Candidate in Computer Science   May 2024

Relevant Coursework: Algorithms and Limitations, Abstraction and Design in Computation, Object Oriented Programming, Systems Programming and Machine Organization, Computer Graphics, Theory of Computation, Visualization, Discrete Mathematics, Linear Algebra, Calculus, Probability and Statistics, Macro and Micro Economic Principles, Intermediate Chinese

Technical Skills

Programming: Experience with Python, C++, C#, Swift, Objective-C, HTML, CSS, Javascript, d3.js
Design & Editing: Adobe Photoshop, Figma, Canva, CapCut, Inshot
Tools: Unity, Visual Studio Code, Xcode, Github, Mercurial, Notion, Todoist

Relevant Experience

META   Menlo Park, CA
Software Engineering Intern   May 2023 - August 2023
Worked with Swift, Xcode, and the Combine framework using the MVC architecture to develop a new feature for the iOS app for the Meta Ray-Ban Stories Smart Glasses.

META   Seattle, WA
Meta University iOS Intern   June 2022 - August 2022
Worked with Objective-C and Xcode to develop a capstone iOS project using MVC architecture. Learned to integrate external libraries into iOS apps. Received mentorship about industry standard best practices regarding project management, code-reviews, standups, collaboration, and version control.

AZARA HEALTHCARE   Burlington, MA
Software Engineering Intern   June 2021- August 2021
Optimized SaaS web applications in an agile environment with a team of software engineers to assist community health centers nationwide with solutions for tracking patient needs and storing information in databases. Worked in .NET Framework in Visual Studio using C# with LINQ, SQL, HTML, CSS, JS, using an MVC design pattern, and used Figma for UI/UX. Attended code reviews, regular standup meetings, tracked projects using Jira, and learned version control practices using Git. Built a usage dashboard that asynchronously displays visual analytics of health centers that use our service.

HARVARD COMPUTER SOCIETY: TECH FOR SOCIAL GOOD   Cambridge, MA
UX Designer   February 2021 - May 2021
Designed a centralized evidence management system for the Human Rights Watch to allow their researchers to digitally track and store evidence. Developed experience with Figma and learned UI/UX principles through regular design sprints that utilized the double-diamond research model. Conducted multiple user interviews, usability tests, and created lo-fi and hi-fi prototypes based on user personas.

Projects

CENTRALITY   May 2022
Developed a multi-faceted productivity app for iOS using Objective-C and Xcode within the MVC architecture as part of the Meta University internship program.

PRODUCTIVITY PANTHER   December 2020
Created a single-page web application that serves as a Pomodoro timer to keep students and workers focused during their work and break sessions. Developed the web application using HTML, CSS, Javascript, jQuery, and Bootstrap. Managed version control using GitHub.