OGHENETEGA OMAREJEDJE

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EDUCATION

State University of New York at Potsdam, *Cumulative GPA: 3.43*   Graduated: May 2025
Bachelor of Arts in Computer Science

- **Awards:** Collegiate Science & Technology Entry Program Academic Excellence Award
- **Honors:** Dean's List (Spring 2019, Fall 2023), President's List (Fall 2023, Spring 2024)
- **Coursework:** Algorithm Analysis & Design, Software Engineering, AI, Operations Management, Data Analysis & Visualization, Operating Systems, Computer Security, Computer Networks, Principles of Accounting.

SKILLS

Database & Programming: Java, Python, C++, MySQL, NoSQL
DevOps & Cloud: Docker, Terraform, Jenkins, Gradle, AWS, Azure, Git, GitHub, CI/CD
Methodologies & Practices: Scrum, Agile, UX/UI Design, Full Stack Development
Web, Tools & Platforms: HTML, CSS, JavaScript, Django, MERN Stack, Jupyter Notebook, Netlify, WordPress, LibGDX

EXPERIENCE

Dispatcher, State University of New York at Potsdam University Police   November 2024 – May 2025

- Monitor and respond to Rave Alert and Guardian system chats; dispatch officers promptly and document interactions for official records.
- Monitor Siemens and Honeywell systems for security, fire alarms, and access control; promptly dispatch responders.
- Operate Computer-Aided Dispatch (CAD) software to document incidents, dispatch units, and maintain real-time communication.

Remote IT Intern, Websoft9   September 2024 – November 2024

- Designed and implemented Docker Compose Templates to streamline the deployment of applications
- Configured RESTful APIs using Python and Java to improve interoperability of hosted applications

Backend Developer, The Ark Delivery Services, Staten Island, NY   February 2022 – June 2023

- Built a PostgreSQL database for efficient data storage and retrieval.
- Developed REST APIs using Python and Flask, integrating third-party services to enhance functionality.

PROJECTS

GameOfCells
Deployment (view link)

- Developed an interactive educational game simulating cellular biology, using **Java** and **LibGDX**, enhancing player engagement through intuitive gameplay mechanics.
- Streamlined cross-platform builds and deployments to **HTML** using **Gradle**, optimizing performance and user accessibility.
- Implemented rigorous **Test-Driven Development (TDD)** practices with **JUnit**, ensuring robust functionality and maintainable code quality.

Food-For-Thought
GitHub (view link) and Deployment (view link)

- Built an interactive recipe discovery application using HTML, CSS, and Bootstrap for a user-friendly interface.
- Integrated multiple APIs to fetch diverse recipes asynchronously, optimizing performance.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

SEO EDGE Participant, SEO Career, New York, NY   November 2023 -Present
- Completed industry-specific training, focusing on technical skill-building and institutional knowledge.
- Learned business fundamentals to remain competitive in internship opportunities.

Student Organization Member, Association for Computing Machinery, Potsdam, NY   August 2023 - Present
- Contributed to student-led initiatives that provided support within the university and local communities.
- Engaged in networking and mentoring opportunities to connect with professionals in the computing field.