

JUDITH OSEI-TETE

107 Robert Purcell, Ithaca, NY, 14853

☎ 607-262-3679 ✉ jao92@cornell.edu [in linkedin.com/in/judithoseitete](https://www.linkedin.com/in/judithoseitete) github.com/this-is-judith

Education

Cornell University

Aug 2022 – Expected May 2026

Bachelor of Science in Electrical and Computer Engineering

Ithaca, NY

Relevant Coursework: Data Structures and Algorithms*, Object-Oriented Programming*, Frontend and Backend Development*, Digital Logic and Computer Architecture, Intro to Computer Science, Intro to Machine Learning

*self-taught

Technical Skills

Languages: Java, Python, JavaScript, HTML, CSS, C/C++, Dart

Technologies/frameworks: React, Node.js, Flutter, Google Cloud Platform, Firebase, Linux, Git, MongoDB

Experience

Incoming CodePath Technical Interview Prep participant

Expected June 2024

Advanced Micro Devices, Inc. (AMD)

Jan 2024 – present

Hardware Engineer Intern/Co-op

Austin, TX

- Designing an LCD display for upcoming Zen 5 server PCB, collaborating with mechanical teams to enhance system integration and operational efficiency.
- Improved power stability by executing comprehensive sequencing measurements, employing reverse debugging, and diagnosing using oscilloscopes, resulting in a 15% increase in reliability.
- Incoming Summer 2024 Digital Logic Engineer Intern for upcoming Ryzen chip.

The Odin Project

Jan 2024 – present

Student Full-Stack Developer

- Developing a strong understanding of both front-end and back-end technologies through training by professionals and hands-on projects, accumulating over 200 hours so far of learning and project development.
- Gained proficiency in utilizing version control with Git and GitHub, facilitating efficient code management.
- Compiling a collection of additional resources to supplement the curriculum and enhance overall learning experience.

Cornell University

Aug 2023 – Dec 2023

Teaching Assistant; Intro to CS Using Python, Physics I: Mechanics & Heat, General Chemistry I

Ithaca, NY

- Facilitated understanding of foundational programming, physics and chemistry concepts to 600+ students through weekly lab sessions, office hours, timely assignment grading and constructive feedback.
- 1/20 of 150+ undergrad Teaching Assistants tasked with assisting to design assignments and beta-testing an autograder.

Projects

Stash - Finance Tracker App | Flutter, Dart, Firebase, Google Sheets API

April 2024 – present

- Developing a cross-platform finance tracker app with visualization tools for budgeting and transaction management.
- Ensured data security by implementing AES encryption and OAuth protocols, leveraging third-party APIs like Plaid to safely connect with user financial accounts in compliance with GDPR.

Personal Website | React, JSX, CSS, MongoDB

Jan 2024 – present

- Engineering a mobile-responsive, multi-page personal website from ground up.
- Implementing full Create, Read, Update, and Delete (CRUD) functionalities for the blog using MongoDB, enhancing user interaction and data management capabilities.
- Designing and developing RESTful APIs for the website's backend, enabling seamless data flow and interaction between the frontend and database.
- Streamlining the development process by incorporating Continuous Integration/Continuous Development with Git.

Heart-Rate Monitor | Verilog, RTL Design, FPGA, Linux

Sep 2023 – Dec 2023

- Collaboratively built the software for a microprocessor from scratch by implementing an ALU, register file, decoder, multiplexers, instruction and data RAMs, as well as sign extension, halt and branching logic.
- Tested and modified processor functionality to measure heart-rate with high performance and efficiency.

Video Game predictive model | Python, Jupyter Notebook, Pandas

Aug 2022 – Oct 2022

- Collaboratively constructed Machine Learning models using linear regression and kNN Classifier methodologies to provide insight on video game performance and gamer community reception across a range of factors.
- Cleaned up data, created visualizations and achieved a highest accuracy greater than 90%.