Tochi (Elvina) Onuegbu

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EDUCATION

Duke University, Trinity College of Arts and Sciences

Expected Graduation 2025

B.A in Computer Science, Digital Intelligence Certificate, Visual Media Studies Minor

• Awards: David M. Rubenstein Scholar, International Baccalaureate Diploma recipient, Harvard Book Award

PROJECTS

DukeAttend	Mini Amazon	CrunchTime	tochionuegbu.com	Snake Game
An attendance app that encapsulates an iOS app, which students uses to check in, and a web app, professors' primary interface.	Online marketplace users can browse to shop. Simply sign in to your account to purchase the items in your cart.	App that helps students utilize their time by breaking big projects down into smaller "bites"	Second iteration of a personal portfolio website created using Remix, a fullstack framework. Typescript and Tailwind CSS was used for frontend	Simple program that enables the active user to control a snake and eat as many apples as possible. Just don't run into the walls or it's game over!

EXPERIENCES

Code+, Software Developer Intern, Durham, NC

May 2023 - Present

- Collaborate with a team of six students using Xcode's storyboard IDE to develop an NFC attendance-tracking app, aiming to enhance classroom attendance by at least 75%
- Designing the website and mobile application's prototype using Figma and developing the website with HTML, CSS, and JavaScript
- Using Ruby on Rails and PostgreSQL for the backend to enable communication between the mobile and web-app
- Conducting in-depth research on user interface design, emphasizing the incorporation of accessibility features
- Meet with stakeholders every week to refine the minimal viable product

Project, Web Developer, Durham, NC

September 2023 - Present

- Builling a database-driven website using Python, Flas, and PostgresSQL from the ground up that mimics the functionalities of an online marketplace
- Collaborate closely with my team on the overall database, website designs, and API integration
- Conduct weekly stand-up meetings on Microsoft Teams with project team

Coding Minds, Instructor, Remote

July 2023 - Present

- Lead weekly one-on-one, project-based HTML, CSS, JS, and Roblox classes to a K-12 student
- Guide students to publish the website and/or app
- Revise the web development curriculum and prototyping

CrunchTime Software Development, Software Developer, Durham, NC

July 2022 - August 2023

- Designed CrunchTime's UX on Figma and implemented the mockups on Xcode
- Met monthly with co-developer for progress checks

HackDuke, Durham, NC

October 2022

- Teamed up with a pair of students to design an ADHD-friendly scheduling and journaling website for documenting daily activities
- Implemented key features and elements that are crucial to enable an inclusive and accessible user experience

TECHSTACK

Computer Programming and Languages: Remix, Tailwind, HTML, CSS, JavaScript, Ruby on Rails, TypeScript, Python, Java, Jupyter, Bash, PostgresSQL, Swift, Fly.io, Git (version control)

Interests: Software engineering, front-end programming, mobile application development, web app development, UI/UX