
TECHNICAL EXPERIENCE

Recent Projects

- **Tranxi** (2015). See <http://uchibeke.github.io/tranxi/> on mobile.
 - A hybrid App allowing users to map English alphabets to one or more letters/numbers/symbols of any existing language supported on the user's device.
 - Translates user input to the defined 'language' in real time.
 - Inspired by my high school experience learning "jungle language".
 - Initiated, designed and implemented independently during my free time.
- **UGrader** (2015).
 - An App allowing users to calculate and estimate their grades for a class and for the term.
 - Computes a student's CGPA and estimates the mark required to achieve a desired goal.
 - Runs on the web & on android devices.
 - Initiated, Designed and implemented independently on Android Studio.
- **Hospital Management System** (2015).
 - A Java App with allowing users to simulate a Hospital, as it were.
 - Users can add patients to a ward or bed, add Doctors to system & also assign them patients.
 - Will run on the Desktops that support Java. This is work in progress.
 - Designed and implemented for a class Project with Java and the Swing Package.
- **Naku** (2014).
 - Premise driven game allowing a player to restore peace to a hypothetical world by beating some challenges in the fastest possible way. Speed is key to success in the game
 - Worked with a team of three other students to design this game over a series of weeks.
 - Made with Processing – Java for creative Coders, and Photoshop.
 - The name of the game, Naku, came from our first initials, Nigel, Aaron, Kyle and Uchi (NAKU)
- **Gym Waiver System Prototype** (2015).
 - Inspired by my desire to make the sign up process for gym membership more painless because of a delay I experienced while signing up for one.
 - Made with JustInMind Prototyper, speeding up gym membership signup process.

WORK EXPERIENCE

Tech Support, Student Assistant	University of Saskatchewan	Spring 2015 - Present
<ul style="list-style-type: none">• Collaborate with clients through phone calls, in person and chat to resolve their IT issues.• Work with teammates to resolve every issue on first contact.• Track issues in ticketing system.		
Champion Student Ambassador	Microsoft	Fall 2013 – Spring 2014
<ul style="list-style-type: none">• Reappointed for second term as a Champion Student Ambassador.• Promoted Microsoft and its Products in my University.		
Technology Peer Mentor	University of Saskatchewan	Fall 2015 – Present
<ul style="list-style-type: none">• Presented 6 workshops successfully this fall. Will present 4 more before December.• Presented workshops on topics like applying CRAP to the design of PowerPoint slide and using cloud storage.		
Owner	UI.C.T Service	Winter 2011- Winter 2013
<ul style="list-style-type: none">• Delivered on average two laptop per week to students in the University of Calabar, Nigeria.• Founded UI.C.T Services to give students an affordable and flexible alternative to acquire laptops since Nigerian banks do not offer credit facilities or credit cards.• Partnered with the biggest computer wholesaler in Nigeria which allowed me to sell my laptops for cheaper and also accept payments in parts.		

EDUCATION

Saskatoon, SK

University of Saskatchewan

Fall 2013 – December 2016

- **B.A. and BSc. in Computer Science Department** with major in *Interactive Systems*
- Graduating December 2016. Grade: 80%.
- **Relevant Courses:** Introduction to *Data Structures and Algorithms* in C++, *Object Oriented Programming* with Java, *Social Psychology*, Introduction to *Design and User Experience*, *Design of User Interfaces*, *Computer Architecture*, Math and Computing *Logic*, Game Design, Calculus and Discrete Math.
- **Languages and Technologies:**
 - C++; Java; JavaScript; HTML5; CSS3; SQL; Angular JS; Processing; Ionic; JQuery, NodeJS
 - Axure Rapid Prototyper; Adobe Photoshop; JustInMind Prototyper; CLI, Linux
- **Extra Curricular Activities:** Campus Fitness Club, Volunteer Note-taker in Disabilities Services for Students; Technology Peer Mentor in Student Learning Services.

ADDITIONAL EXPERIENCE AND AWARDS

- **Best Dramatic Elements, Game Design Project:** Awarded for Naku, out of 30 projects.
- **Governors Special Overseas Scholarship:** Awarded to 200 of 20, 000 candidates. Currently covers my tuition, supplies and monthly allowance.