

EDUCATION

- **B.A. and BSc. in Computer Science Department** with major in Interactive Systems Design
Graduating 2017. GPA: 79.1%.
- **Relevant Courses:**
Data Structures and Algorithms in C++, Object Oriented Programming with Java, Programming Language Paradigms with Haskell and Prolog, Software Development for Mobile Devices, Computer Architecture, Math and Computing Logic, Website Design and Development, Implementation of Graphical User Interfaces, User Experience Design, Game Design, Calculus and Discrete Math.
- **Languages and Technologies:**
 - JavaScript; C++; Java. Currently learning Haskell and Objective C. Familiar with NodeJS & My SQL
 - Axure; Photoshop; JustInMind, Sketch 3
 - AngularJS; Google Firebase; Cordova; Ionic. Experience working with other web frameworks
- **Extra Curricular Activities:** Technology Peer Mentor in Student Learning Services, Volunteer at Disabilities Services for Students.

PROJECTS**Eventstone (2015)**<http://eventstone.co>

- Event management system that allows event organizers to manage guests, design and generate tickets, design and generate name badges and check in guests at the door
- Currently being used in Campus club events in the University of Saskatchewan
- Side project

On-Farm Seed Selection Social App (2015)<http://uchibeke.github.io/onfarm>

- App allowing farmers to connect with each other and share feedbacks about the seed varieties they have tried
- Currently also has a seed selection guide adapted from the Saskatchewan Seed Guide
- Hackathon Project. Awarded the Rookie Award - best app in the junior category

Tranxi (2015)<http://uchi.me/tranxi>

- A simple hybrid App allowing users to create languages
- Available in Play Store and translates user input to the defined 'language' by the user in real time
- Side Project

WORK EXPERIENCE**Student Assistant****University of Saskatchewan, ICT****March 2015 - Present**

- 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

Maker**Eventstone****November 2015 - Present**

- Fix bugs, design and implement new features, manage user requests, pitch app to prospective users and assist with setup and monitoring at events that use Eventstone

Student Rep**Microsoft****September 2013 – April 2014**

- Reappointed for second term as a Champion Student Ambassador
- Promoted Microsoft and its Products in the University of Saskatchewan campus

AWARDS

Rookie Award: Sponsored by Vendasta and awarded to my team for On-Farm Seed Selection Social App at the Emerging Agriculture Hackathon in Innovation Place

Best Dramatic Elements, Game Design: Awarded for Naku, a premise driven game, out of about 30 projects

Governors Special Overseas Scholarship: Awarded to 200 of 20, 000 candidates. Covers tuition, board and supplies