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## TECHNICAL EXPERIENCE

### Recent Projects

- **Tranxi** (2015). See <http://tranxi.uchibeke.com> 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). See <http://gradr.uchibeke.com> on mobile.
  - 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). See <http://naku.uchibeke.com> to view video playtest.
  - 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.

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## WORK EXPERIENCE

<b>Tech Support, Student Assistant</b>	<b>University of Saskatchewan</b>	<b>Spring 2015 - Present</b>
<ul style="list-style-type: none"><li>• Collaborate with clients through phone calls, in person and chat to resolve their IT issues.</li><li>• Work with teammates to resolve every issue on first contact.</li><li>• Track issues in ticketing system.</li></ul>		
<b>Champion Student Ambassador</b>	<b>Microsoft</b>	<b>Fall 2013 – Spring 2014</b>
<ul style="list-style-type: none"><li>• Reappointed for second term as a Champion Student Ambassador.</li><li>• Promoted Microsoft and its Products in my University.</li></ul>		
<b>Technology Peer Mentor</b>	<b>University of Saskatchewan</b>	<b>Fall 2015 – Present</b>
<ul style="list-style-type: none"><li>• Presented 6 workshops successfully this fall. Will present 4 more before December.</li><li>• Presented workshops on topics like applying CRAP to the design of PowerPoint slide and using cloud storage.</li></ul>		
<b>Owner</b>	<b>UI.C.T Service</b>	<b>Winter 2011- Winter 2013</b>
<ul style="list-style-type: none"><li>• Delivered on average two laptop per week to students in the University of Calabar, Nigeria.</li><li>• 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.</li><li>• Partnered with the biggest computer wholesaler in Nigeria which allowed me to sell my laptops for cheaper and also accept payments in parts.</li></ul>		

## EDUCATION

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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

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- **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.