http://uchibeke.github.io

UCHI U.I.

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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.

WORK EXPERIENCE

Tech Support, Student Assistant   **University of Saskatchewan**   **Spring 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.
- Track issues in ticketing system.

Champion Student Ambassador   **Microsoft**   **Fall 2013 – Spring 2014**
- 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**
- 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**
- 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.

UCHI U.I.

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 Discreet Math.
- **Languages and Technologies:**

  o   C++; Java; JavaScript; HTML5; CSS3; SQL; Angular JS; Processing; ionic; JQuery, NodeJS
  o   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.