JAMES UGBEDE VICTOR

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PERSONAL PROFILE

A highly skilled and innovative professional passionate about leveraging technology to drive organizational growth and development. Possess expertise in computer science, robotics, ethical hacking, and web development, combined with excellent communication and leadership abilities.

PERSONAL DATA

Date of Birth: 1st April 1996

State of Origin: Kogi State

Local Govt. Area: Idah

Sex: Male

Marital Status: Single

Religion: Christianity

Nationality: Nigerian

SKILLS

- Excellent communication and teamwork skills
- Proficient in Microsoft Office Suite and other Windows applications
- Expertise in formatting systems and installing operating systems/software
- Proficient in computer software and hardware troubleshooting
- Proficient in game development using scratch and Mblock
- Graphics design and creative content development
- Expertise in robotic (AI) gadget construction and Arduino-based project development
- Proficient in website design and development
- Knowledge of ethical hacking, forensic analysis, and penetration testing
- Advanced understanding of computer programming languages

ACADEMIC QUALIFICATIONS

• Local Government Area Primary School, Lagos State (FSLC) – 2004-2009

- Government Science Secondary School, Dekina, Kogi State (SSCE) 2009-2015
- Federal Polytechnic, Idah, Kogi State (OND Computer Science) 2015-2017
- **Open University of Nigeria** (Bsc. Computer Science) 2020 2025

PROFESSIONAL CERTIFICATIONS

• Cybrary.IT Cyber Security Online: Ethical Hacking and Penetration Testing – 2017-2018

• Udemy: Arduino Electronics and Robotic Development

-2018-2019

• Pirple.com: Web Design and Development

-2019-2020

• Harvard Business School Online: Machine Learning and AI

WORK EXPERIENCE

• Hammaston Ltd.

Position: IT Support Specialist / IT Technician / IT Administrator

Duration: 2015

• Federal Polytechnic, Idah (F.P.I)

Position: Project Leader

Duration: 2017

Duties: Robotic development and programming

• Deminiel Global Concept

Position: IT Support Specialist and Logistics Coordinator

• Canadian Gateway Schools

Position: Coding and Robotics Teacher, Data Processing Teacher, and JET Club

Coordinator

Duration: 2023

Key Responsibilities:

- Taught coding and robotics to students, fostering interest in technology and innovation.
- Delivered engaging lessons in data processing, focusing on practical applications and skill development.
- Designed and implemented project-based learning activities to encourage creativity and problem-solving.
- Mentored students in the Junior Engineers Technicians (JET) Club, preparing them for competitions and exhibitions.
- Provided guidance and technical expertise in building and programming robotics and AI projects.
- Taught game development using **Scratch 3** and **mBlock**, enabling students to create interactive and educational games.
- Instructed students in electronics and Arduino programming using **Tinker**, helping them understand circuits and build functional projects.
- Organized and led hands-on workshops and activities to cultivate students' technical and scientific skills.

Achievements:

- Successfully led the JET Club in building and showcasing innovative projects, including:
 - o **AI Google Assistant (Blind Assistance):** A navigation aid for the visually impaired, incorporating AI technology for pathfinding.
 - **Electronic Water Lamp:** A creative lighting solution powered by water-based circuitry.
 - Mobile Bluetooth-Controlled Lamp: A home automation project enabling remote control of lighting via Bluetooth.
 - o **SmartBinBot:** A robotic dustbin with human-following capabilities and automated lid operation.
 - o **Humanoid Wheeled Mobile Restaurant Robot Server:** A robot designed to serve food in a restaurant setting.
 - **Fire Alarm System:** An AI-powered gadget to detect fire hazards and alert occupants.
 - Various other AI and robotics gadgets showcasing innovative solutions to realworld problems.
- Increased student participation and interest in STEM fields through engaging teaching methodologies and hands-on learning.
- Guided students to develop games that enhance their programming logic and creativity using Scratch 3 and mBlock.
- Helped students build electronics projects and understand Arduino basics through practical lessons with Tinker.

HOBBIES AND INTERESTS

- Programming and innovation
- Building and developing robotic gadgets
- Reading and continuous learning
- Teaching and public speaking
- Writing plays and stage acting

REFEREES

Available upon request