

ABOUT ME

Next-Gen Talent pioneer. I am a Virgo and so a determined perfectionist with creativity in view, I am passionate about Software Engineering.

CONTACT



© FU8 Blueberry Street CG-1581-0937



vincent.doh@outlook.com



233 20 884 1157



https://vindoh-3.github.io/vindoh/



github.com/vindoh-3

- Gaming
- PC Building
- Problem Solving
- Books
- New Technologies Coding









VINCENT J. DOH

Software Engineer



CAREER OBJECTIVES

Seeking a challenging career with a progressive organization that provides an opportunity to mold, and to capitalize my technical skills and expertise, on projects that matter in the field of Tech.



EDUCATION

August - October 2021- Certificate in Software Development (CSD) Ghana – India Kofi Annan Centre of Excellence in ICT (AITI-KACE).

January - August 2022 - Diploma in Business Computing (DBC) Ghana – India Kofi Annan Centre of Excellence in ICT (AITI-KACE).



AUTODIDACTIC

- Computer Science Edx
- Machine Learning
- Quantum Computing
- OCI Data Science
- Code Academy Game Dev



CERTIFICATIONS

- Electronic Arts Virtual Experience Programme on Forage – December 2022.
- Code Academy Game Development.
- Udemy Machine Learning Certificate.



TECHNICAL SKILLS

- C++

- C#

- Java, JavaScript

- Python, SQL

- HTML5/CSS3

- Pandas



EXPERTISE

- Test and Debug
- Multiple platform
- Research new Tech
- Math skills
- Rendering PC Build
- Acute thinker



SKILLS

- Strong collaboration skills, ability to work well with designers, engineers.
- Research and ability to learn new software and technologies quickly.
- Communication ability and proven leadership skills.

ACHIEVEMENTS

- Team leader on a Software Development Project.
- Stood as a presenter on a Flowchart Management System.



EXPERIENCE

- Electronic Arts Virtual Experience Programme on The Forage
- Used a high-level programming language to build a game class feature.
- Maintained existing code and functionality during assimilation into ongoing operations of development optimization.
- Composed great feature proposal and character creation for The Sims.
- Freelancing: Collaborated with Senior-Level engineers to develop project.