VINCENT J. DOH

Software Engineer

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

linkedin.com/in/vincent-doh-0b723121a

github.com/vindoh-3

INTERESTS

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

HOBBIES

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
- Vulkan API
- 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
- UE5 / Unity

EXPERTISE

- Test and Debug
- Multiple platform
- Research new Tech
- Math skills / 3D math
- 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.