

John O'Akuwanu

London

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Work Experience

SEGA

Stratford, London

JUNIOR SOFTWARE ENGINEER

Jul. 2019 - Sep. 2020

- Programmatically translated thousands of research data streams to competition rules and new competitions in the game.
- 18 nations under my supervision, consisting 100+ competitions.
- Worked on-site for 9 months and remotely for 6 months after placement extension. Submitted 317 contributions whilst working on-site and 537 by the end of the placement.
- Solved defects in Romanian and Turkish competitions, leading to 250,000 new users in both countries and an increase of 22% to active players in those nations.
- Regular communication with quality assurance (QA) team and researchers to ensure accuracy.
- From conception to production, I designed, developed and created 12 new features for users to interact with in the game and 9 new features for developers to use within the company's testing tools.
- Ensured extensibility by implementing additional rules to accommodate future changes in various competitions.
- Tools used: Perforce, Helix ALM, Visual Studio Code, Visual Assist, and Microsoft Teams.
- Languages used: C, C++, XML.

Cloverleaf Christian Centre

Newcastle

VOLUNTEER

July. 2017 - Sep. 2017

- Improved the charity's efficiency by creating macros in Excel to streamline day to day processes and converting the Access database to SQL thus allowing multiple users to access the database simultaneously.
- Contributed to the rehabilitation of homeless in the local area.
- Created correspondence with local companies and local council, prepared reports and documents.
- Tools used: Microsoft Office (Access, Excel, and Word).

Education

University of York

York, UK

B ENG IN COMPUTER SCIENCE (WITH A YEAR IN INDUSTRY)

Sep. 2017 - Jun. 2021

- Module taken: data structures, algorithms, coding theory, machine learning, project management, probability theory, numerical analysis, systems and embedded systems.
- Languages practiced: Python (3 years), C++ (2 years), C (2 years), Java (1 year), Haskell (1 year), MATLAB (1 year).
- Classification: 2:1 (predicted).

Projects

Financial Forecasting Tool

AGGREGATE ESTIMATION SYSTEM

- Automates projections on a company's dividends and its profitability by assimilating quantitative and qualitative data.
- Various portfolio strategies and various trend/momentum indicators used such as William %R index and Fama - French portfolios.
- Libraries used: pandas, numpy, scikit-Learn, BeautifulSoup, matplotlib, vader are among others.

Embedded Systems Projects

SECOND YEAR UNIVERSITY HARDWARE PROJECT

- Programmed an ARM LPC1768 'MBED' microcontroller to generate and play audio on a user-selectable channel.
- Produced a GUI to interact with the hardware from a desktop (using gtk and pyserial).
- Tailored the SD card to work with the audio system so that audio files can be written, saved and read.
- Implemented the μ -law algorithm to compress audio files, fully utilising the storage on the SD card - this increased writing and reading speed by about 30% compared to the decompressed audio.
- Languages used: Python, primarily C/C++.
- Libraries used: gtk, pyserial, cmsis.
- Tools used: Slack, Messenger, Trello, GitHub.

Football Manager Game

PROJECT TO LEARN C#

- Serialised and deserialised data to and from JSON files. Computation of the stored data to determine user's success in the game.
- Simulated results between football teams, fixtures, competitions, and player actions.
- Language used: C#, JSON.

Basketball Game

PROJECT TO LEARN VISUAL BASIC

- Game enabled the user to take control of a basketball player where they can determine their position and their attributes.
- The program allowed the user to play games in a regional high school basketball tournament.
- Computation of the user's predetermined characteristics determine their success in the game.
- Language used: Visual Basic, XML.

Language Proficiency

Programming Languages and Software

- Advanced: C, C++, C#, Python, XML, Microsoft Office (Excel, Word, PowerPoint, etc).
- Intermediate: Java, JSON, SQL, Git.
- Beginner: Rust, R, Kotlin, MATLAB, Linux.

Competitions

2020	Citadel Datathon , Independent	<i>Remote</i>
2018	Google Hashcode , University	<i>York</i>
2017	BAE Capture the Flag , University	<i>York</i>
2017	Bloomberg Codecon , University	<i>York</i>
2017	Arm Coding Challenge , University	<i>York</i>
2017	Bank of England Target 2.0 , Sixth Form	<i>London</i>

Activities

2020	University of York Basketball Team , 2nd team	<i>University</i>
2020	University of York Tennis , Beginner	<i>University</i>
2020	SI FC , Work football team	<i>Work</i>
2019	Derwent Basketball Team , 1st team	<i>University</i>
2018	University of York Hip Hop Society , Co-Founder and Events Coordinator	<i>University</i>
2017	Derwent Football , 2nd team	<i>University</i>