SOMUNACHIMSO NZENWA

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github.com/somuna | linkedin.com/in/somuna | portfolio/somuna

EDUCATION

- **University of Salford**   *2021 - 2024*
  Bachelor of Science - Software Engineering   *Predicted grade: 1st class*

- **Brookstone International Foundation Year**   *2020 - 2021*
  A Levels - Sciences   *Achieved grade: 4 A*'s*

PERSONAL PROJECTS

- **Endless Running Game**   *(Technologies used: C#, Unity)*

Developed an endless running game in Unity.
The character/runner is moved using key events to avoid obstacles.
The player can also attack enemies (bulls), eat meat, and collect coins.
Furthermore, the score/distance of the runner is calculated as the player runs.

- **Android Science Game**   *(Technologies used: Kotlin, XML, Android Studio)*

Developed an android game that teaches biology (animal sounds, reproduction, food chains) in a fun and intriguing manner.
The game is specifically designed with a colourful interface to capture player's attention.
It implements an audiovisual component for a higher attention span. It also implements touch event listeners and coroutines.

- **Charging Station Locator**   *(Technologies used: HTML, CSS, JavaScript, PHP, SQL)*

Developed a website used to search for the nearest car charging stations to the users geolocation and displays the result on a map view and list view.
The website uses user authentication through login/sign up.
The user can book an available time slot for a charging point and pay based on the given price.
Achieved a stable website that runs with 1000 users simultaneously logged in, searching across 200 charge points worldwide.

- **Water Park Ticket System**   *(Technologies used: C, Linux)*

Developed a system that issues tickets which can be purchased and are valid for specific time slots.
A time is picked from the available slots on a specified day to print ticket details which can be used to gain access into the park.

TECHNICAL SKILLS

Programming Languages:	C/C#, Java, HTML, CSS, PHP, SQL, Python, MongoDB, JavaScript, React, Kotlin, XML, Swift, Git, Flutter.
Tools:	Visual Studio, Eclipse, BlueJ, Android Studio, XCode, PHP Storm, MySQL, GitHub, Linux, IntelliJ, Figma, Blender, Unity.
System Documentations:	UML, Use Case Diagrams, Wireframes, System and User requirements, Activity diagrams, Validation and Verification.
Areas of Interest:	Open-Source Collaboration, Fashion, Gaming.

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RELEVANT EXPERIENCE

- **Course Representative**   *(October 2021 – May 2022, October 2023 till Present)*
  University of Salford School of Engineering (Voluntary)   *Salford, UK*

- **Student Ambassador**   *June 2022 till Present*
  NCUK (Voluntary)   *Salford, UK*

- **Kitchen Porter**   *February 2024 till Present*
  Berry Recruitment (Agency)   *Salford, UK*

- **Retail Assistant**   *May - July 2023*
  Extra Care Charitable Trust (Voluntary)   *Salford, UK*

REFERENCES

Available upon request. Please contact me via e-mail or phone.