



JANICE KONADU



janicekonadu.github.io

### CONTACT

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### AWARDS

HACKNYU 2019

HACKRU 2018

HACKNYU 2017

HACKNYU 2016

### COURSES

Intro to Computer Science

Object-Oriented Programming

Advanced Data Structures

Computer Architecture

Computer Networking

Discrete Mathematical Structures

Android Application Development

Design in Software Engineering

## EDUCATION

### New Jersey Institute of Technology

Major: Computer Science

Graduation Date: Dec 2021

### Mercer County Community College

Associates Degree, Computer Science

Fall 2016 - Fall 2018

## TECHNICAL SKILLS

**Strong:** Python, C++, Java, SQL, HTML(5), CSS, JavaScript, Bash, React, UI/UX, Google Cloud Platform, Git Version Control, Looker Data Visualization, Agile Development Methodology

**Knowledgeable:** Tensorflow, Google App Engine w/ Jinja2 Templating, OpenCV Image Processing, Kubeflow Pipelines

## PROFESSIONAL EXPERIENCE

### INTERN, CLOUD ENGINEERING DEVELOPMENT AND PRODUCTION SCALING // UPS May 2020 – Present

- Builds dashboards with Looker data visualization software, becoming one of the first UPSers to use the service
- Collaborates with data scientists, extracting insights to aid/improve machine learning model accuracy
- Participates in enterprise-level workflow through daily meetings (SCRUM) and mentoring
- Automated previously 4-hour-long process of developing weekly accuracy reports
- Automated security remediation policy checks in Google Cloud Platform, version control protocols with git

### PUBLIC RELATIONS CHAIR // NJIT National Society of Black Engineers May 2019 – May 2021

- Created and managed 2 years of public content in print and social media
- Spearheaded marketing and communications committee
- Developed and established media publication request system

### INSTRUCTOR // Steam Works Studio Fall 2019

- Designed and launched game development curriculum
- Taught STEM-intensive courses, including programming, robotics

### LEAD INSTRUCTOR // iD Tech Camps Summer 2019, Summer 2018, Summer 2017

- Taught 50+ weeks of courses in Java, Python, Robotics, Machine Learning, and general programming concepts to 200+ students, K-12
- Lead and organized activities for students with STEM-related themes, encouraging creative development and critical thinking skills

## PROJECTS more listed at janicekonadu.github.io

### NOGGINY // Web Application, Full-Stack Developer *Python, ReactJS, Git Version Control*

- Kahoot-style multiplayer trivia game with UI personalization, multi-room and chat features
- Implemented backend game structure, client-server architecture, UI/UX design, REST API in 3 weeks
- Practiced Agile Methodology, git version control, pylint/Airbnb-standard unit testing

### MEGA.ME // Python Application, Solo Build *Python, OpenCV, Tesseract, HTML(5), CSS(3), IBM Watson Personality Insights API*

- Dynamic application that updates your resume every time you update information on Facebook, Github, or Devpost and compares your resume to industry professionals'
- HACKNYU 2019 Education Track Winner

### BLOKSHOT // Python Application, Solo Build *Python, OpenCV Image Processing, HTML(5), CSS(3)*

- Application that takes web layout image or camera feed, processes it, and generates website in new file
- 2018 HACKRU Second Place Winner

### OLOGEE // Web Application, Backend Developer *HTML(5), CSS(3), Python, Google App Engine (w/ Jinja2 templating)*

- Web resource for prospective US refugees that puts government forms and translator information in one place.
- HACKNYU 2017 Sustainability & Social Impact Winner