Tamara Adokeme

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EDUCATION

Algonquin College — Ottawa, ON
Advanced Diploma in Computer Science — *Jan. 2020 – June 2022*

TECHNICAL SKILLS

Languages: Java, Python, C/C++/C#, SQL (Postgres), JavaScript, HTML/CSS, SQL, R
Frameworks: React Native, Node.js, Flask, JUnit, WordPress, .NET
Developer Tools: Git, Docker, Azure Cloud Services, Amazon Web Services, VS Code, Visual Studio, Anaconda Navigator, IntelliJ, Eclipse, Unity
Libraries: pandas, NumPy, Matplotlib, medspacy

RELATED EXPERIENCE

Machine Learning Engineer — Jan 2023 – Present
Full Picture Research and Technologies — *Coquitlam, BC*

- Develop and maintain ML models for clinical research and data analysis using technologies such as Python, medspacy, and Jupyter Notebooks.
- Collaborate with cross-functional teams to develop AI solutions to support decision making and patient care, leveraging knowledge in web development and related technologies
- Contribute to the implementation of new ML algorithms and strategies, and explore the potential of emerging technologies to advance the company's clinical research capabilities
- Work with clinical data and EHR systems to extract and pre-process data for model training and validation, ensuring the highest standards of data quality and privacy
- Ensure the accuracy, reliability, and efficiency of AI models through testing, validation, and performance evaluation, and communicate results to stakeholders in a clear and concise manner

Computer Programming Instructor — April 2021 – Present
Black Boys Code — *Vancouver, BC*

- Instructed classes on game development (using Roblox), web programming (JavaScript/HTML) and python to introduce students to the key concepts of computational thinking.
- Applied various teaching aids to minimize learning gaps and motivate students in a remote learning environment. These contributed to a student retention rate of over 80 percent and substantial increase in enrolment rate for the Vancouver chapter
- Communicated with students to discuss academic needs and goals in order to monitor and adjust lessons and assessments
- Wrote progress reports and feedback, working with Chapter Lead to adjust student plans as needed

Software Engineer Intern — Jan 2021 – May 2021
RideBuddie Inc. — *Vancouver, BC*

- Collaborated with fellow interns and engineers, and product owners to write documentation on design and product development, and to get a better understanding of product positioning which leads to higher client satisfaction.
- Participated in sprint planning, retrospectives, grooming, and tackled tickets with a team of 4 interns to meet OKR goals.
- Designed and delivered new React Native components for customer-facing application including a map view showing the user's current location and nearby ride options, a feed of available rides that the user can scroll through and select and a messaging feature that allows the user to communicate with their driver or other riders
- Enhanced user experience by adding a messaging feature that allows the user to communicate with other riders as well as their driver
- Contributed to bug fixing, increased regression test coverage, and attended workshops on the documenting process and on building and maintaining a reliable regression test suite.

Technical Projects

Game Marketplace | *C#, .NET, React, MongoDB, Docker, Azure*   Aug 2022 - Dec 2022
- Designed and implemented a microservice and event-driven architecture using .NET Core, MongoDB, and RabbitMQ for distributed transactions
- Used .NET core identity for authentication and token-based authorization
- Deployed docker, Kubernetes, Helm for deployment to production. AAD Pod identities and Azure Key vault for configuration management
- Utilized github actions for continuous integration and deployment (CI/CD)
- Employed monitoring, distributed tracing, and logging for effective application maintenance

Sports Live Stream App | *TypeScript, AWS, React Native, DynamoDB, Graphql*   Sept 2021 - Mar 2022
- Led and organised a team of 4 engineers, associates and product design team to schedule tasks ranging from personal to software development
- Used AWS Amplify and React Native APIs, and UI components and hooks to provide an interactive experience for users
- Employed Amazon Interactive Video Streaming to provide livestream functionality to the application
- Utilized Amazon S3 and DynamoDB to store app variables and objects
- Used Amplify Analytics to monitor user app usage and patterns

Visual Pathfinder Web App | *React, Dijkstra's, A*, Depth-First Search Algorithm*   Aug 2021 - Sept 2021
- Developed a web app that allows users to visualize different algorithms for finding the most optimized path
- Implemented Dijkstra's Algorithm, A* Algorithm, Depth-First Search Algorithm for pathfinding functionality
- Utilized React for building the front-end and creating an interactive UI for user interaction
- Designed and implemented the back-end to support the algorithms with Node.js and Express
- Incorporated data structures such as graphs and hash maps to efficiently represent the data needed for the algorithms
- Improved user experience by allowing users to select start and end points on the map and displaying the shortest path
- Utilized Git for version control and GitHub for project management and collaboration

School Community Ads | *C#, .NET MVC, MYSQL, Visual Studio*   May 2021 - Aug 2021
- Designed and developed a web application using C# and .NET MVC framework as part of a two-person team
- Created a user-friendly interface for students to manage their school community subscriptions
- Implemented features for users to create new communities and create ads for existing communities
- Utilized MySQL database to store and retrieve user and community data Integrated payment gateway to enable community subscriptions and ad payments
- Optimized application for scalability and performance through efficient code design and testing