EBUBE EZE

Baltimore, MD | (667) 263-9558 | ogennaeugene@gmail.com
linkedin.com/in/ebube1995 | github.com/ebub323

EDUCATION

Morgan State University Expected Dec 2027
Bachelor of Science, Computer Science | Baltimore, MD | GPA: 3.6
Relevant Coursework: Software Engineering, Data Structures, Computer Networking, Theory of Computation

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, Java, C++, C#, SQL, HTML, CSS
Frameworks and Libraries: React, React Native (Expo), Next.js, Node.js, Tailwind CSS, Flask, Django, Unity
Databases: PostgreSQL, Supabase, MySQL
Cloud, DevOps and Tools: AWS (S3, RDS, ECS, IAM, CloudWatch), Google Cloud Platform, Docker, Terraform, Git, GitHub Actions, CI/CD, Linux
Concepts: REST APIs, Unit Testing, Object-Oriented Programming, Data Structures and Algorithms, Relational Database Design

PROJECTS

Applyr: Resume Grader and Job-Match Tool Nov 2026
Technologies: TypeScript, Next.js, Vitest, GitHub Actions | applyr.techboy.dev | github.com/ebub323/applyr
- Built a browser-based tool that grades an uploaded resume (PDF, DOCX or text, parsed on-device) with 15 transparent checks across ATS readiness, impact and technical depth.
- Searches 31 job boards plus a 2,400-role community list in the browser; deduplicates and ranks roles 0-100 with reasons.
- Adds skill what-ifs, a daily application queue, follow-up reminders and an apply kit.
- Wrote 56 unit tests for the scorer, grader and filters; CI runs them and deploys on every push.

Skolmark: Cross-Platform Student Marketplace Oct 2026
Technologies: TypeScript, React Native (Expo), Supabase, PostgreSQL
- Built one Expo and React Native codebase in TypeScript that runs as the iOS app, the Android app and the website.
- Designed a 14-table campus-scoped PostgreSQL schema with 29 row-level security policies, so a student only sees their own school's listings and conversations.
- Modeled school email-domain verification, listings, bookings, reviews and threaded messaging across 434 lines of versioned SQL migrations, with magic-link authentication.

The Hollow: Unity Game and Editor Tooling Oct 2026
Technologies: C#, Unity 6, Git
- Built a wave-based arena game in C# over 42 commits: 7,740 lines across 45 scripts, a multi-phase boss, spawn management and a cued audio system.
- Wrote 3,657 lines of custom Unity editor tooling that procedurally assembles the arena, zones, lighting and UI instead of hand-placing scene objects.

CreditBridge: Transfer-Credit Degree Planner Nov 2026
Technologies: TypeScript, Next.js, Vitest, GitHub Actions | creditbridge.techboy.dev | github.com/ebub323/creditbridge
- Built a planner that maps transfer courses to a degree's requirements using a swappable JSON rules pack, showing what transfers, what is capped and what remains.
- Wrote the audit and prerequisite scheduler (no double-counted credits); 334 tests incl. a 300-student property test.

ShiftStack: Work and Class Schedule Planner Nov 2026
Technologies: TypeScript, Next.js, Vitest, GitHub Actions | shiftstack.techboy.dev | github.com/ebub323/shiftstack
- Built a scheduler storing shifts as wall-clock time in an IANA zone, resolving DST gaps and overlaps, with per-employer overtime.
- Exports RFC 5545 calendar files; 235 tests cover DST edge cases.

EXPERIENCE

Repair Technician Sep 2024 - Dec 2025
Best Buy, Geek Squad | White Marsh, MD
- Diagnosed and resolved hardware and software faults on laptops, desktops and mobile devices from vague problem reports.
- Performed OS installations, malware removal and data migration under service-level time pressure; documented every repair in a ticketing system and explained trade-offs to customers in plain language.

CERTIFICATIONS

CompTIA Security+ Dec 2025

LEADERSHIP AND ACTIVITIES

Treasurer, African Students Organization (budget planning for outreach events) Aug 2024 - Present
Member, BIT Bros Computing Society (coding challenges, algorithm workshops, security drills) Sep 2024 - Present