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EMPLOYMENT

Lead Engineer **Pedia.co** **Mar 2019 - Present**

- In charge of software development projects for marketing platforms and websites.
- Program tech consultant for Pedia's operation and internship training in Silicon Valley.
- Major lead person for global talent sourcing in West Africa and majorly, Nigeria.
- Supporting training experience of engineering talents flown in from across the globe and major involvement with aiding in organizing monthly tech training programs and networking with companies.

Lead Instructor **CodeFu** **Jan 2019 - Present**

- Leading a group of students in the classroom setting and using classroom management skills to represent and teach the curriculum provided by Code Fu.
- Ability to adapt curriculum, hardware, or classroom set up to support any technical or social demands that may arise during program.
- Combining both the fun and energy of camp with the structure and respect of day school teachers.
- Supporting students using experience in Computer Science to teach students the fundamentals of programming through various languages such as: Scratch, Python, HTML, CSS & JavaScript.

Teaching Assistant **Minerva Project Inc.** **Aug 2018 – May 2019**

- Developing web application in Django (Python) and SQLAlchemy for game theory experiment - using the Otree economics experiment Python software - carried out in Hyderabad, India.
- Database management. Deploying and maintaining Python app on Heroku.
- Assisting professors with class students in peer tutoring and other teaching activities.
- Provide administrative support to the academic team as needed.

Contract Software Engineer **EngQ English Academy Inc. – Ilsan, South Korea** **Apr 2018 – Jan 2019**

- Building web applications using HTML, CSS, JavaScript, and PHP for English Vocal Training.
- Converting web applications made on an Adobe Flash platform to a web application with JavaScript.
- Write maintainable and extensible code for copy and usage for thousands of other webpages.
- SQL Database Management

Contract Web Developer **University of California, Berkeley** **Jul 2017 – Sep 2017**

- Worked for the Language and Cognitive Development (LCD) Lab in University of California, Berkeley (UC Berkeley).
- Designed a web application in JavaScript with frameworks like AngularJS, Ajax and Vue for our experiment on cognitive associations.
- Backend programming and database management with SQL and PHP.

Outreach Intern **Minerva Project** **Aug 2015 – Aug 2016**

- Preparing students to represent their country in the International Olympiads. The International Olympiads include: The International Mathematical Olympiad, International Olympiad in Informatics, and International Biology Olympiad.

- Trained the International Olympiad in Informatics team on Python, developing algorithms and applications in Python, Django (Python framework) and Flask (Python micro framework).
- Invited to Kampala, Uganda by the Ugandan Mathematical Society (UMS) and Abuja, Nigeria by the National Mathematical Center to train their teams for the Olympiad competition.
- Background: The Olympiad is the most prestigious international high school competition for the most talented students in certain subject areas in the entire country. I was a former gold medalist and national champion in this competition while in high school.

Software Engineer, Intern

Protek Computers

Aug 2013 – Jan 2014

- Worked effectively with design teams to ensure software solutions elevated client-side experience.
- Prepared detailed reports concerning project specifications and activities.
- Worked with JavaScript, HTML/CSS and Python in building various commercial web products.

EDUCATION

San Francisco, CA

Minerva Schools at KGI

Fall 2015 – May 2019

- B.Sc. in Computer Science Engineering and Natural Science. Double Major.
- Undergraduate Coursework: Software Development; Operating Systems; Databases; Algorithms; Programming Languages; Blockchain Technology; Artificial Intelligence; Machine Learning; Data Science; Calculus; Relativity; Complex Systems; Multimodal Communication; Drug Discovery.

TECHNICAL EXPERIENCE

Major Projects

- **Contact Mailman** (2018- Present). Contact Mailman is an ongoing personal project which provides online bulk emailing service. It is mostly built in PHP. It is an Email Service Provider that allows businesses to send bulk emails, under an anti-spam policy, at incredibly cheap and free rates, while gaining elaborate data analytics on subscriber engagement. This ESP also has an additional machine learning feature that enables its users to study or “learn” subscriber behavior with advanced enhancements for email building and on-site subscription for users to also engage subscribers with their social posts, events, and announcements. You can view this project on <https://contactmailman.com>. I have created a demo account to allow a demonstration of how this service works. On the login page, enter the email “trial@contactmailman.com” and the password “check” to log in and view the design.
- **Game Theory** (2017 – 2019). I replicated a famous experiment from a research paper, Winners Don’t Punish by Dreber et al. (2008). The experiment was done with Ztree, a software for studying human interactions in networks, but I used an improvement of Ztree, called Otree is an open source Python package. I created a web app with Django, a Python web framework, where I could run numerous pairwise interactions and collect data for my experiment. This Python app is hosted with Heroku. We have been able to secure grants and have conducted these human experiments in Hyderabad, India. We would be collecting and analyzing our data stored on our database server and write a publishable paper with the data. You can view this project on <https://gametheory-ivanezeigbo.herokuapp.com>.
- **Jenezys** (2019). I started Jenezys as a project after a hackathon here in San Francisco. It is yet not developed but Jenezys is an online recruitment agency that simplifies the entire hiring process for companies – saving them thousands of dollars spent in hiring, as well as time and effort in processing applications and seeding the right applicant. It is a system that combines the entire process into one world. You can view this project on <https://jenezys.com>.

ADDITIONAL EXPERIENCE AND AWARDS

- **Google (2017)**: Recipient of the Generation Google Scholar Award for the year 2017. More Info: <https://students.googleblog.com/2017/05/announcing-2017-google-scholarship.html?m=1>
- **Nature (2017)**: From my work on Game Theory and Behavioral Ecology in biological networks done using computer simulations of models built with Python, I published a research paper on Scientific Reports, one of the journals of the prestigious Nature Research. More Info: <https://www.nature.com/articles/s41598-017-17481-0>.
- **MIT (2015)**: Selected to attend the MIT Entrepreneurship Bootcamp at Seoul, South Korea to present my startup idea before investors and gain mentorship in kicking it off.

Languages and Technologies

- HTML/CSS; JavaScript; PHP; Python; Django; Flask; React; AngularJS; R; SQL; SQLAlchemy; Node.js, jQuery, D3.js, AJAX, Bootstrap; SASS; Vue.
- AWS; API and SDK Implementation; Web Development (Full Stack); API and SDK Implementation; Creating APIs; Web RTC; Data Analysis; Java and Android Development (limited experience); Docker.
- MacOS; Windows; Linux; Ubuntu; UNIX Systems.