

Skills Nwokolo Anthony

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EDUCATION

Memorial University (Expected graduation: October 2028)

Bachelor of Science - Computer Science and Mathematics St. John's, NL

Available for the January 2027 CICS work term.

TECHNICAL SKILLS

Languages: C, JavaScript, TypeScript, Python, Java, Bash

Frameworks and Libraries: React, FastAPI, Django

Databases: SQLite, PostgreSQL

Tools and Platforms: Git, Linux, Docker, AWS

PROFESSIONAL EXPERIENCE

Sandman Hotel Group - Housekeeper | St. John's, NL | June 2026 - Present

ScanSolve AI - Frontend Developer Intern | [ReviseMate](#) | St. John's, NL | July 2025 - May 2026

- Built and maintained the frontend of an AI study tool using React, while collaborating with backend engineers and other teams on production-ready features.
- Proposed replacing polling with server-sent events (SSE), and event-driven flows so the client could wait for a server completion event instead of repeatedly checking the server for generation status. Implemented the client side so the page updated as each job finished.

Mrsoft - Full-Stack Web Developer | Port Harcourt, Nigeria | November 2021 - August 2023

- Built client dashboards using Django templates, CSS, JavaScript charts, and jQuery, working with data analysts and backend developers to understand what clients needed.
- Contributed to CRUD features that allowed users to create, view, update, and delete records.

VOLUNTEER EXPERIENCE

MUN Quant Society - Software Developer | [MQS](#) | January 2024 - Present

- Implemented authentication in FastAPI and React, including JWT-based login, password hashing, and registration through Discord.
- Built the Discord registration flow to create database records for existing members and map their Discord roles to application roles, without manually entering user information.

RCCGMZNL - Software Developer | [rccgmznl](#) | November 2023 - Present

- Developing React frontend features for the church website and collaborating with senior developers on backend integration.
- Designed an equipment inventory search using tags and labels to help users find items by location or familiar names.
- Gained familiarity with the team's Docker setup, AWS S3 storage, PostgreSQL database, and CI/CD workflow through reviewing configuration and discussing how the application was deployed and tested.

PROJECTS

Generic Packed Array - Personal Project | C | [Github](#) | July 2026 - Present

- Building a container for different data types using raw byte storage and offset and size metadata. Removal marks space as free without moving other items, preserving their pointers during deletion.
- Separated insertion into a regular append operation and an optional scan that reuses suitable free space, accepting fragmentation to keep the implementation focused.

Kattis CLI - Personal Project | Bash | [Github](#) | March 2026

- Built a minimal command-line tool that accepts a Kattis problem name or URL, creates the problem directory, and generates starter files.
- Automated sample input and output downloads and built a test runner that compares program output with expected results.

Blokus - Academic Group Project | Java, Swing | January 2026

- Built the game's user interface with Java Swing, keeping dependencies minimal to support use across different operating systems.
- Used inheritance and interfaces to create reusable buttons and UI components while working with teammates on the complete game.

COMPETITIONS AND HACKATHONS

Applied Studio Hackathon - First-Place Team Member | March 2026

ICPC / Kattis Club at MUN - Participant | September 2025