

Colin

Adomako

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SUMMARY

I am a highly motivated and solution-oriented Software Engineer who believes in continuous learning as a key recipe to success. I am hardworking and a fast learner who easily adapt to different technologies and conditions.

SKILLS

- Linux
- Spring Boot
- Kafka
- Distributed Realtime Systems
- JUnit
- CANalyzer
- React Js/ Native
- Node.js
- AWS
- Java, Python, C/ C++, C#, Erlang, JavaScript
- Computer and Network Security
- Operating Systems
- RESTful APIs
- Agile, Scrum
- RDMS - SQL, MySQL, MongoDB
- Penetration Testing
- Automated Software Testing

EXPERIENCE

Full Stack Developer

Atlanta, US

TEKSystems/ Feb 2023 to Date

- Work with an established team of developers and interact with product managers, marketing teams and designers.
- Work for an Agile team and actively participate in all Agile ceremonies including planning, grooming, product demonstration and team retrospectives.
- Designed and implemented an internal management tool using the .NET Windows Forms framework with my team.
- Collaborating with an established team to extend the existing system architecture using UML diagrams and also in its implementation Java, Spring boot and Kafka.
- Worked with a team to decompose a monolithic architecture to microservices using technologies like React JS, MongoDB, Java, Spring boot, etc.
- Provides technical advice and assists in solving programming problems.
- Strong working knowledge of development techniques and methodologies.
- Makes recommendations towards the development of new code or to reuse of existing code.
- Knowledge of modern web development frameworks and tools.

Embedded Software Engineer

Gothenburg, Sweden

Aptiv/ Nov 2018 to Dec/ 2022

Network Configuration and Communication:

- Make necessary connections between a computer and automotive Engine Control Unit (ECU) using harnesses, USB and Serial cables to communicate over the CAN, FLEX buses.
- Worked with vehicle safety technologies like ultrasonic sensors, Lidar and Radar Sensor, cameras, odometer, odroid boards, etc.
- Serial, USB and wireless communication.

Hardware Configuration:

- Updating of device drivers to be compatible with other custom devices (developed inhouse).
- Flashing the ECU with the End Of Line (EOL) Software to make it ready for prospective customers.
- Update ECU part numbers and download of software on the Unit.
- Installation of the downloaded software on the cluster unit.

Feature Development:

- Collaborated with the safety team to develop algorithms for an obstacle (object) avoidance and self-parking feature for an autonomous vehicle and implemented it using technologies like C++, docker, ultrasonic sensors, cameras, tom mention but a few.

Simulation:

- Simulate the ECU using CANalyzer/ CANoe.
- Develop scripts to simulate the ECU for exhibitions and presentations to clients and prospective clients using CAPL (similar to C programming language but for automotives).

Testing:

- Development of test scripts to test signal communication in the serial bus systems of the Engine Control Unit (ECU) using CANalyzer.

Process Documentation:

- Documentation of activities (step-by-step) of the Embedded Software Team on confluence, the company's shared platform for future reference.

Software Engineer

Gothenburg, Sweden

NetLight / Jan 2012 to Feb 2017

- Work across functional (development/testing, deployment, systems/infrastructure) and project teams to ensure continuous operation of build and test systems.
- Interact with product managers, marketing teams and designers.

- Development of automation systems to increase the team's performance and quality
- Collaborated with a group of engineers to design and implement a beer social media app for beer enthusiast.
- Develop and design NoSQL using Mongo DB.
- Perform maintenance and troubleshooting of continuous build/deployment systems.
- Provides technical advice and assists in solving programming problems.
- Strong working knowledge of development techniques and methodologies.
- Conducting unit and integration testing java frameworks like JUnit and Mockito.

Mobile & Web App Developer

Accra, Ghana

Amethyst Consults/ Mar 2009 to Oct 2012

- Development and management of web and mobile applications.
- Reviewed project specifications and devised solutions for use across multiple websites.
- Contributed back-end development experience and collaborated on multiple APIs crucial to functionality.
- Participated in pre-project analysis and technical assessments to develop user-friendly interface and correct functionality to meet business objectives.
- Established hosting for each website and completed go-live process by uploading sites to host account.
- Crafted mobile-friendly websites and transitioned legacy site to mobile-friendly platform.

EDUCATION AND TRAINING

Master of Science: Computer Systems and Network

Chalmers University of Technology 2020

Gothenburg, Sweden, Sweden

Bachelor of Science: Software Engineering and Management

University Of Gothenburg 2018

Gothenburg, Sweden

Bachelor of Science: Urban Planning and Policy Design

Kwame Nkrumah University of Science and Technology 2007

Kumasi, Ghana

ACTIVITIES AND HONORS

WEB ADMINISTRATION Certificate from AppSoft Technologies

INTERESTS

Programming

Ethical Hacking

Building Embedded Systems

Develop web & mobile App

Hacking Electronics