

Nnamdi Kelvin Ikenna-Obi

nzi0007@auburn.edu | (334) 275-5814 | nnamdixobi.com | linkedin.com/in/nnamdixobi/ | github.com/nnamdixobi

EDUCATION

Auburn University
Master of Science in Computer Science & Software Engineering
Graduate Certificates: AI Engineering, Cyber Security Engineering

Auburn, AL
May 2027

Auburn University
Bachelor of Science in Computer Science

Auburn, AL
December 2023

CERTIFICATIONS

AWS Certified Cloud Practitioner - Amazon Web Services

September 2026 – September 2029

TECHNICAL SKILLS

Programming Languages: Python, JavaScript, SQL, Java, C/C++, C#, R, Bash
Frameworks/Technologies: React, Node.js, REST APIs, Vite, Tailwind CSS, Material UI
Cloud/DevOps: AWS, Docker, Kubernetes, Git/GitHub, Linux
AI/ML: PyTorch, NumPy, Pandas
Cybersecurity/Forensics: Wireshark, Sleuth Kit, RegRipper, ExifTool, Binwalk, Steghide/Stegseek
Databases: MySQL, PostgreSQL, SQLite, Firebase
Other: Unity, XR Interaction Toolkit, ServiceNow

EXPERIENCE

Graduate Assistant – AU Libraries Innovation & Research Commons

February 2025 – Present

- Contributed to the development of research-driven Virtual Reality projects using Unity and C#, supporting the design and development of immersive applications that explore the use of VR in healthcare, education, and human-centered experiences.
- Supported the planning and delivery of immersive learning experiences by managing VR headsets and educational applications, enabling instructors and students to incorporate interactive technology into classroom learning.
- Troubleshoot and resolved hardware and software issues involving VR headsets, applications, and related equipment to ensure reliable operation during classes, demonstrations, and events.
- Coordinated and supported the planning and organization of classes, meetings, demonstrations, and events hosted in the VR space.

Technical Lead – iCode Pearland

August 2024 – December 2024

- Led Computer Science and STEM classes for students, fostering a hands-on learning environment.
- Developed and refined the iCode curriculum and projects, tailored to various age groups and skill levels.
- Taught programming languages including C#, HTML, CSS, JavaScript, PHP, SQL and Scratch block coding.
- Collaborated with a technical lead team to improve lesson plans and ensure engaging class experience for all students.

Software Engineer – One Community Global

January 2024 – August 2024

- Developed key features for the Highest Good Network application using React, improving functionality, performance, and code quality.
- Collaborated with developers to resolve technical challenges and review GitHub pull requests for quality code integration.

Research Software Engineer Intern – Auburn Program Understanding Lab

May 2023 – December 2023

- Contributed to Oxide, a binary analysis framework for executable code, developing new Python plugins and modules to expand its capabilities.
- Improved framework reliability and usability through comprehensive Python unit testing and technical documentation enhancements.

LEADERSHIP & INVOLVEMENT

Member – National Society of Black Engineers
President - Auburn University Web Development Club
Secretary - Association of Computing Machinery Auburn University

Active Member
Spring 2022 - Fall 2023
Fall 2022 - Spring 2023