

Atseosi Idogho

Versatile technical professional.

Atseosi Idogho
Dublin, Ireland

Phone: +353 89 257 7810

Email: atseosioidogho@gmail.com

LinkedIn: <https://www.linkedin.com/in/atseosi-idogho/>

GitHub: <https://www.github.com/atseosi/>

SKILLS

TECHNICAL SKILLS

- **Programming languages:** Python, R, Java, C/C++, Scala, SQL, JavaScript, TypeScript
- **Web technologies:** React, Node.js, HTML, CSS
- **Cloud platforms:** AWS, Azure
- **Data & AI:** TensorFlow, Spark, Microsoft Fabric, Power BI, ML/DL, Data modeling and visualisation
- **Tools and methodologies:** Git, Docker, Agile, Scrum, Design Thinking, VS Code, IntelliJ IDEA, JUnit, Jira
- **Programming Languages:** Python, R, Java, C/C++, Scala, SQL, JavaScript

SOFT SKILLS

- Technical training and presentation
- Collaborative team leadership
- Analytical problem-solving and design thinking
- Solution design and architecture
- Stakeholder engagement and communication

WORK EXPERIENCE

DATA AND AI ENGINEER - ACCENTURE (*Transferred from Avanade Ireland via TUPE*) OCTOBER 2023 - PRESENT

Designed and deployed sophisticated **Microsoft Power BI** dashboards and reports, leveraging advanced **DAX**, custom visuals, and semantic modelling, which empowered clients with data-driven decision-making and facilitated process optimisation.

Facilitated comprehensive business analysis through **design thinking** workshops, operational metrics analysis, development of compelling mock-ups, diagrams, and presentations using **Figma** and **MS PowerPoint**, effectively translating complex technical solutions into clear business value.

Cultivated strong client relationships through iterative **stakeholder engagement** and **communication** and comprehensive knowledge transfers, aligning analytics solutions with diverse business needs and core objectives.

Enforced rigorous testing protocols to guarantee accuracy, performance, and seamless delivery of high-quality data products.

Designed and implemented **ETL** processes to ensure high-quality data intake and validation. Utilised cloud platform tools, **SQL**, **Python**, **R**, **Java**, and data warehousing concepts, to uncover trends and deliver insights to stakeholders. Known for strong **organisational** skills, **multitasking** ability, and effective **team collaboration**.

SOFTWARE ENGINEER INTERN - AWS MARCH 2022 - SEPTEMBER 2022

Collaborated within a hyper-scale team responsible for aggregating, enriching, and vending telemetry data across Amazon Web Service's global network, enhancing service efficiency and accessibility.

Optimised data services by reproducing and creating diverse dataset views primarily using **Spark SQL**, **Scala**, and **TypeScript**, resulting in more affordable and accessible solutions.

Expanded the utility of existing tools and significantly improved associated metrics and documentation, contributing to team efficiency and knowledge sharing.

Actively participated in **Agile/Scrum** ceremonies, including sprint planning, stand-ups, and retrospectives, ensuring continuous project alignment and successful delivery.

CODING TUTOR - OLUS EDUCATION SEPTEMBER 2021 - FEBRUARY 2022

Taught a diverse range of **coding languages** (from **Scratch** to **Python**) and programming principles to students aged 6–18, adapting content for beginner, intermediate, and advanced levels, effectively simplifying complex concepts to foster

understanding and engagement. Cultivated strong **interpersonal and presentation skills** by interacting with students, parents, and colleagues, ensuring a supportive and productive learning environment.

EDUCATION

BSc COMPUTER SCIENCE WITH DATA SCIENCE - UNIVERSITY COLLEGE DUBLIN SEPTEMBER 2019 - JUNE 2023

Gained experience with multiple programming languages, including **C/C++**, **Python**, and **Java**, amongst others.

Coursework covered a number of modules in the areas of software engineering, data and **AI/ML**, mathematics, and creative and **innovative design thinking**.

Was an active member of multiple clubs and initiatives, chairing the UCD Women in Computer Science Buddy Coders initiative, and serving as an Events Coordinator for the UCD Internet Society.

PROJECTS AND ACTIVITIES

GEN-AI ASSISTED PITCH GENERATION - FRONTEND DEVELOPMENT JUNE 2025 - AUGUST 2025

Contributed to internal AI-powered MVP prototypes designed to enhance client engagement strategies and sales outreach effectiveness for teams supporting social media platform clients, leveraging **Azure OpenAI**.

Updated the frontend using **React.js**, and **TailwindCSS** to reflect backend changes, enhancing usability and performance.

Implemented **SSO** with **Azure MSAL**, added group management features, and refined UI formatting.

The projects were successfully deployed using **Azure DevOps**, ensuring seamless integration and scalability.

Supported testing to ensure a seamless user experience.

DETECTING BILLBOARD ADS IN VIDEO FRAMES - UNIVERSITY FINAL YEAR PROJECT SEPTEMBER 2022 - MAY 2023

Developed an object detection system using **Python** and **TensorFlow** to identify specific patterns in video frames, achieving over 98% accuracy and precision across all models.

Compared the performance of Convolutional Neural Networks (CNNs) with traditional **machine learning (ML/DL)** techniques (SVMs, decision trees) and explored Weakly Supervised Object Detection.

DICE ROLLING APPS (IOS AND ANDROID) - MOBILE APP DEVELOPMENT COURSE JUNE 2021 - AUGUST 2021

Developed native mobile applications for **iOS (Swift)** and **Android (Java)**, gaining hands-on experience with **X-Code** and **Android Studio**.

Conducted software testing using virtual devices to ensure application functionality and user experience.

LANGUAGE LEARNING WEBSITE - WEB DESIGN PROJECT JANUARY 2021 - APRIL 2021

Designed and built a website aimed at those learning a foreign language.

Styling and structure were achieved using **HTML5** and **CSS**, while **JavaScript**, **PHP**, and **SQL** were used for backend work and database management.

Created all the graphical assets (excluding fonts).

RISK GAME - SOFTWARE ENGINEERING PROJECT JANUARY 2021 - APRIL 2021

Collaborated within an **Agile** team of three to simulate the board game Risk using **Java** and create an associated game playing bot.

Used **Java Swing** for graphics, **JUnit** for unit testing, and **Git/GitHub** for version control.

Worked in sprints and used the **Agile/Scrum** methodology for **collaborative** project management.

CERTIFICATIONS

- ★ **GitHub Foundations**, GitHub
- ★ **Green Software for Practitioners**, Linux Foundation
- ★ **Azure Fundamentals AZ-900**, Microsoft
- ★ **Azure Data Fundamentals DP-900**, Microsoft
- ★ **Fabric Analytics Engineer Associate DP-600**, Microsoft