Etam Tamo Wonkam

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Education

University of Maryland — College Park, MD
Bachelor of Science in Computer Science — *Aug. 2024 – Present*

Howard Community College — Columbia, MD
Associate of Arts in Computer Science — *Aug. 2023 – Dec. 2024*

Skills

Languages: Java, Python, JavaScript, TypeScript, Kotlin, C, HTML, CSS, C
Frameworks & Tools: React, React Native, Node.js, Express, Tailwind, Unity, Blender, MongoDB, PostgreSQL, Firebase, REST APIs, ROS2, Ubuntu, Linux, Vercel, Git, GitHub
Core Strengths: Full-Stack Development, Database Design & Manipulation, Simulation & Modeling, API Architecture, Cloud Integration, Cross-Platform Mobile Development

Experience

Software Developer (Build Young Minds) | *Remote* — Oct. 2025 – Present

- Developing **MrKnowItAll's**, a cross-platform mobile application that generates intelligent, logic-based lottery numbers using structured databases and algorithmic mappings.
- Architecting secure backend with Node.js, Express, and PostgreSQL for number logic, user data management, and authentication.
- Implementing front-end overhaul in React Native and Kotlin to modernize UI and enhance Android/iOS native performance.
- Integrating Firebase Authentication, Stripe billing, and SendGrid email automation for scalable user engagement.
- Collaborating with a nonprofit engineering team to deliver production-ready mobile software to public release.

Software Team Member, Robotics @ Maryland | *University of Maryland* — Sept. 2025 – Present

- Contributing to **Testudog**, UMD's in-house quadruped robot inspired by Boston Dynamics' Spot—one of few university-built systems of its kind in the U.S.
- Working in a simulated environment using Ubuntu and **ROS2 (Humble Hawksbill)** for robotic control, sensor fusion, and navigation systems.
- Training in camera vision and perception modules using machine learning methods such as convolutional neural networks (CNNs) for autonomous decision-making.
- Collaborating with cross-functional teams to align actuation control, sensor processing, and simulation workflows.
- Gaining hands-on experience with Linux-based robotics environments, deep learning integration, and simulation-driven testing.

Project Lead, XR Club | *University of Maryland* — Sept. 2025 – Present

- Sole developer and designer for a 3D VR simulation game built in Unity and C, designed for modern VR hardware platforms.
- Handling end-to-end development: 3D modeling, texturing, environment design, game logic, and performance optimization.
- Creating immersive simulations involving object detection, spatial navigation, and interactive physics systems.
- Leveraging Blender for asset creation and Unity's rendering pipeline for realistic lighting, animations, and VR interactivity.

Projects

TrackEarly | *MERN Stack (MongoDB, Express, React, Node.js), TypeScript, Tailwind* — Sept. 2025 – Present

- Building a full-stack productivity and habit-tracking web application with a focus on structured database design and real-time updates.
- Created RESTful API endpoints for CRUD operations, optimized MongoDB schemas for scalability and performance.

- Developed modular front-end using React and Tailwind CSS integrated with Node.js back-end services deployed via Vercel.
- Designed app architecture supporting analytical data visualization for productivity tracking and user metrics.

HitBox (2D Physics Simulation) | *Python, Pygame, OOP, Systems Simulation* July 2025 – Aug. 2025

- Developed an interactive Python simulation modeling dynamic collisions and motion systems with custom physics algorithms.
- Built from scratch using object-oriented design and real-time computation for data-driven system modeling.
- Showcased modular code structure, algorithmic optimization, and self-directed learning in applied simulation.

Portfolio Website | *HTML, CSS, JavaScript, AOS, Vercel* June 2025 – Present

- Designed and deployed modern personal portfolio with animations, responsive design, and automated CI/CD pipeline on Vercel.
- Implemented JavaScript effects (typewriter animation, scroll transitions, theme switching) with optimized load performance.