

Blessing Abumere

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PROFESSIONAL SUMMARY

Backend and fullstack-oriented Computer Science student at Towson University with experience building multi-tier applications, REST APIs, and internal tools in Java, C#, Kotlin, and JavaScript/TypeScript. Seeking a software engineering role where strong fundamentals and a track record of shipping real tools translate into immediate impact.

EDUCATION

Towson University

B.S. in Computer Science. No. 1 Public University in Maryland (WSJ 2025). **December 2026**

Relevant Coursework: Software Engineering, Database Management Systems, Mobile Application Development, Web-Based Programming, Operating Systems

EXPERIENCE

System Administrator (Internal Title: VP Of Technology)

NovaNest Maryland | September 2025 – Present

- Administer the corporate Google Workspace environment, overseeing cloud storage architecture, user provisioning, and security configurations.
- Enforce data governance policies using Role-Based Access Control to protect sensitive financial records.

Internal Tools Developer and Gameplay Administrator

Football Fusion (Roblox Platform) | February 2022 – May 2025

- Developed an Internal Case Management System using WPF (C#) to structure report reviews into a searchable database for a game with 1.5 billion+ lifetime sessions.
- Co-engineered an Alt Account Detection system analyzing account metadata to flag ban evaders, deploying a solution months before Roblox's native release.
- Automated enforcement workflows with a custom AutoHotkey script, reducing manual administrative time by approximately 53% per player banned.

PROJECTS

Library Management System github.com/abdullah-radid/databasesProj/tree/ui-creation

Java, MySQL, JDBC

- Co-architected a multi-tier Java application separating data access, business logic, and presentation layers using DTOs for type-safe data transfer.
- Implemented ACID-compliant transactions and designed SQL Views to offload aggregation logic to the database, optimizing performance for analytical queries.

Cross Platform Shell github.com/Bless-04/Operating-System-Shell

C++, Linux API, Win32 API, GitHub Actions

- Engineered a custom OS shell in C++ supporting system commands across Windows and Unix-based environments.
- Implemented process creation, I/O redirection, and signal handling with a compatibility layer abstracting system-specific API calls.

Roblox Sharp github.com/Bless-04/Roblox_Sharp

C#, REST, GitHub Actions

- Developed an asynchronous C# wrapper library for the Roblox Web API using async/await patterns for non-blocking API calls and modular .NET integration.

CVE Scout github.com/Bless-04/CVE-Scout-Android

Kotlin, Jetpack Compose, Retrofit, Room, SQLite3

- Built an Android CVE aggregation and search tool using Jetpack Compose, Retrofit, and Kotlin Coroutines, with an offline-first Room/SQLite3 architecture for high-performance local search.

DropTube CLI github.com/Bless-04/DropTube-CLI

Rust, Axum, Tokio, Clap, Tower-HTTP

- Built a zero-configuration Rust CLI (Axum, Tokio) that turns any local directory into a touch-optimized, mobile-friendly media streaming server over the local network.
- Implemented non-blocking, async FFmpeg thumbnail generation with per-video timeouts and disk caching, plus an opt-in terminal dashboard (ratatui) for live client connection monitoring.

SKILLS

Languages: Java, JavaScript/TypeScript, C#, C++, Kotlin, Rust

Frameworks/Libraries: Spring Boot, Node.js, React.js, .NET (ASP.NET, WinForms, WPF), Jetpack Compose, Axum, Tokio

Databases: PostgreSQL, MySQL, MongoDB, SQLite

Cloud/DevOps: Azure, Docker, GitHub Actions (CI/CD), Git

Tools: IntelliJ, VS Code, Visual Studio, Postman, SQL Server, Android Studio