

Engombe Lokanga

07572245343 | engombeel13@gmail.com | [LinkedIn](#)

Education

BSc Computing and Information Technology at **Birmingham City University** Sept 2022 – May 2025

A Levels in Mathematics, Physics and Computer Science at **Sandwell Academy** Sept 2018 – May 2020

Experience

Hackathons

Dec 2024 – Jan 2025: [ARENA Landing Page Challenge](#)

- The challenge was an online event that lasted for **2** weeks
- Developed a [landing page site](#) for a sports start-up that handles users filling out a form to recommend sports sessions to choose from and to purchase them via **Stripe**
- The website was a **full-stack** application that contained **Next.js, Django & PostgreSQL**

Nov 2024: **DurHack** | Durham University, Durham, England

- Built a **front-end mobile app** for **Atom Bank** in a team of **4** in **24** hours
- We designed the app using **Figma** and developed it using **React Native**, running it on the **Android Studio** emulator

June 2024: **HODLOK Web Development Hackathon** and **Stoado FinTech Challenge**

- My business, HODLOK, collaborated with [Valyfy](#), a careers start-up, to deliver an [online 30-hour web development hackathon](#) for **15** Computer Science students
- Competed in the Stoado FinTech Challenge in Edgbaston where in a team of **3**, I designed a [mobile app](#) to complement the Stoado platform using **Figma**

Freelancing

January 2024 – Present

- Developed a [landing page site](#) for a client – a **full-stack web application** using the **MERN** stack
- The website contained **MongoDB, Express.js, React.js** and **Node.js**
- GitHub Link: <https://github.com/Engombe23/council-tax-fraud>

Work Experience Student

July 2019: **Codeweavers Ltd** | Stafford, England

- Developed a **text-based role-playing game** alongside **2** other work-experience students in **C#**
 - Shadowed by a **senior backend engineer**, learning **object-oriented programming**
 - Presented the game to the Codeweavers team
-
-

Projects

[Connect 4](#)

April 2024 – May 2024

Associated with Birmingham City University

- Worked on developing the memorable game in my 2nd year of university with my classmate in **Python**
- Developed the game in **2** user interfaces, the **command line** and a **GUI**
- To enable the game to run in a GUI, we used the **Tkinter** package within Python to display the GUI and add key features such as the board and the pieces
- GitHub Link: <https://github.com/Engombe23/Connect-4>

[OccultPod-Web](#)

May 2023 – Dec 2023

- A podcast website using the **MERN** stack (**MongoDB, Express.js, React.js & Node.js**)
- This project was inspired by The Real Python Tutorial on creating a podcast aggregator
- Learned about the **rss-parser** npm package to extract the **RSS feed** of a podcast
- GitHub Link: <https://github.com/Engombe23/OccultPod-Web>

[Automatic Plant Watering System](#)

Feb 2023 – May 2023

Associated with Birmingham City University

- An **electronics** project that I worked on in my **1st year** of university in a team of **5** using **C++**
- A **prototype** of an Automatic Plant Watering System. The plant is watered depending on its condition.
- We used equipment such as the **Arduino, Breadboard, Jumper wires, Relay module, LED lights** to develop the prototype
- I wrote my experience of working on this project on my blog titled "[My Experience Building a Hardware-Centred Prototype as an Aspiring Software Engineer](#)"
- GitHub Link: <https://github.com/Engombe23/AutomaticPlantWateringSystem>

[Speed Rush](#)

Sept 2019 – May 2020

Associated with Sandwell Academy

- A **basic racing game** project that I worked on in my 2nd year of sixth form
- The player has **60** seconds to reach the finish line before the time runs out
- GitHub Link: <https://github.com/Engombe23/Speed-Rush>
- **Tools used:** HTML, CSS, p5.js (a JavaScript library)