

FOLU ADERIBIGBE

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EDUCATION

University of Ontario Institute of Tech | Oshawa, ON

BSc Computer Science

Expected: May 2025

Courses: Statistics, Discrete Math, Calc 3, Analysis & Design of Algorithms

SKILLS

- **Programming Languages:** Python, R, SQL
- **Data Analysis Tools:** pandas, NumPy, scipy
- **Data Visualization:** Matplotlib, Seaborn, Tableau
- **Machine Learning:** TensorFlow
- **Other Skills:** Git, Docker, AWS

EXPERIENCE

Supervisor | Shoppers Drug Mart

Nov 2019 – present

- Improved team productivity, performance, and time management by 25% by coaching and monitoring employee workflow.
- Resolved customer complaints by providing information on products and services, adjusting store policies to meet customer needs, and maintaining customer records.
- Collaborated with store managers to devise and establish store layout and aesthetic appeal.

PROJECTS

Space Invaders

Built a Pygame-based game with obstacles, aliens, and player controls.

- Integrated DQN agent using RLlib, enabling independent decision-making.
- Applied neural networks, rewards, and experience replay to train the agent.
- Reinforced learning and game development skills using Python to achieve agent training.

CNN image Classifier

- Produced a robust image classifier using Python and TensorFlow, leveraging advanced CNN techniques for accurate categorization.
- Implemented user-friendly CLI for seamless model interaction and modular design.

CalendarCPP

- Built a C++ calendar and event management program with a menu-driven interface for viewing, adding, editing, and deleting events.
- Utilized object-oriented programming, classes, and functions to enhance modularity.
- Demonstrated strong user input validation and switch-case control skills.

Professional Development