ADERONKE ADEJARE

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EDUCATION

Yale University, New Haven, CT   May 2024
B.A. in Computing and the Arts
Relevant Coursework: Human-Computer Interaction, Algorithmic Computer Music, Data Structures, Algorithms, Intelligent Robotics
Awards: First-Year Summer Research Fellowship in the Sciences and Engineering, Summer Experience Award

SKILLS

Languages: *Proficient:* Python (Flask, Pydantic, ROS), Typescript (Angular), Ionic, HTML, CSS, SQL, Supercollider, C
Tools: Niantic 8th Wall, Blender, Unity, Squarespace, Postman, MongoDB, Adobe Premiere Pro, Adobe Photoshop, CapCut
Certifications: Microsoft Azure Fundamentals (AZ-900)

WORK EXPERIENCE

Chubb, Technology Associate Program   Jun 2024 - present
Full-Stack Mobile Engineer Associate   Jun 2024 - Jul 2025
- Developed multiple sections of Chubb Agent Mobile and Chubb Mobile Apps, including Dashboard, Billing, and Account pages to optimize the personal risk and business lines insurance policy management experience for agents and clients
- Awarded the Team Impact Award for commendable contributions through skills, tenacity, fostering an environment of innovation, and implementing ideas that contribute to major technology initiatives

Data Engineer Associate   Jul 2025 - present
- Streamlined claims information ingestion process through development of the first notice of loss enrichment platform

Hale Foundation, *Full-Stack Website Developer*   May 2023 - Sep 2023
- Designed and developed the website for a Yale alumni foundation using Squarespace
- Utilized MongoDB to create a database searchable by class year, location, and industry

Yale College Dean's Office *First-Year Counselor*   Apr 2023 - May 2024
- Mentored 16 first-year students of diverse backgrounds as they transitioned into college and through emergencies
- Collaborated with a team of seven other first-year counselors to host weekly substance-free social spaces for first-years
- Communicated with residential college Head of College and Dean on first-year affairs

Yale Social Robotics Lab, *Undergraduate Research Assistant*   Jun - Sep 2021; May - Jul 2023
- Developed participant engagement classification program for data analysis of 37 participant files, which counted how often and how long a participant talked to the robot, using Python and Google Speech-to-Text API
- Co-Authored *"We Make a Great Team!"* by writing about the development, usage, and results of my participant engagement system, which was published in the 2022 ACM/IEEE International Conference on Human-Robot Interaction (HRI '22)
- Created an Emergency Exit feature with ROS to stop a robot-child interaction seamlessly for Ommie Project

LEADERSHIP EXPERIENCE AND ACTIVITIES

Kappa Kappa Gamma Sorority, *New Member Chair and Ritual & History Director*   Feb 2021 - May 2024
- Integrated 25 new members into the Zeta Xi chapter through weekly New Member meetings and social events
- Maintained and shared national and chapter-specific rituals and history with members

Yale Women and Gender Minorities in CS, *Member*   Sep 2020 - May 2024
- Advised three first-year students to retain gender minorities in computer science majors
- Collaborated with Computer Science faculty to create the "Best Practices for Inclusive Teaching in Yale Computer Science" guide that accommodates people with disabilities, people of color, and gender minorities

PROJECTS

Integrating AR into Live Theatrical Performance *Niantic 8th Wall, Blender* Senior Thesis Project; Developed Augmented Reality web app with an emphasis on theater designer, cast, and audience perspective for use in live performances of *Moon Man Walk*
QJA *Unity, C#* Awarded Summer Experience Award / A 2D game based on Nigerian market culture where the player's relationship with the vendors influences the player's ability to negotiate item prices
Afrobeats Generator *Supercollider* A program to mix and match beats and melodies of three popular Afrobeats artists / Created GUI, the chords layer using arrays and the lyrics layer using a finite state machine