GODSON AJODO

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EDUCATION

Minerva University San Francisco, CA
Bachelor of Science in Computational Sciences May 2026
Relevant coursework: Data Structures and Algorithms, Linear Algebra, Calculus, Statistics, Theory of Computation, Artificial Intelligence

RELEVANT EXPERIENCE

Microsoft - Data Engineer Intern | Redmond, WA May 2024 - August 2024

- Built Pipelines to automate the process of data collection, cleaning, and other flows among multiple data stores and vendors
- Wrote scripts to assist the pipeline and internal tools and data processing.
- Worked with the gaming for sustainability engineering team in providing quality and updated data to the modeling team to produce prediction models used to make informed decisions.

VibeMap - Research and Development Partner | San Francisco, CA September 2022 – April 2023

- Researched and consulted with the application developers to propose gamification features to increase serendipity and user base
- Worked with programming languages like Javascript and machine learning algorithms like natural language processing and sentiment analysis to create suggestions based on users' feelings and interests

NeuroMatch Academy - Student | Remote July 2022 – August 2022

- Built an Optical Character Recognition model to read visual texts in magazines and every other physical outlet with a team of five using **PyTorch** and **TensorFlow**
- Participated in Neuromatch Academy's four-week tutorial with five conferences on Crowdcast on Deep Learning and Computational Neuroscience

PROJECTS

MediBot - Machine Learning Engineer | Team of Four GitHub | View Project

- Created a Symptom analysis chatbot to help non-native English speakers describe their medical symptoms.
- Integrated Interswitch ML for text transformation and used the Hugging face model for similarities between patients' described symptoms and possible symptoms.
- Used the Openai model for follow-up questions using prompt injection and sentiment analysis
- Utilized: **(OpenAI, NLTK, Flask, React, Python, IntersystemsML)**

Sparkle - Game Developer | Team of four GitHub | View Project

- Created an NFT gaming project using Pi Network.
- Integrated an Idle game Sparkle which generates stars called Sparkles which are used as a means of Currency.
- Designed a base framework to convert the Sparkles to Pi currency can then be used as a medium to purchase in-game items to boost gameplay
- Utilized: (**Javascript**, **Python**, **Pygame, React)**

Chess Engine - Game Developer GitHub

Developed a sophisticated chess engine implementing advanced algorithms:

- Minimax with alpha-beta pruning for efficient game tree search
- Zobrist hashing for rapid board state evaluation
- Quiescence search to enhance end-game decision-making
- Utilized: **Python**, **PyQt5**

SKILLS & INTERESTS

Programming: Python, C++, C, HTML, CSS, Javascript, Data Analysis/Visualization, PROLOG, SQL
Tools: Pytorch, TensorFlow, Pygame, PyQt5 Flask, React, OpenCV, OpenAI, C++ Qt, Microsoft Office, SkLearn, MatplotLib
Interests: Number Theory, Problem-Solving, Chess, Competitive Programming