# Ayomide Enoch Ojo

## 3rd YEAR B.A. COMPUTER SCIENCE MAJOR and ECONOMICS MINOR

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Hi, I am a passionate, hardworking student hungry for the opportunity to prove myself. Who excels at teamwork.

**Technical Skills:** C/C++    Python    Java    Unix/Linux    Bash    Excel    LaTeX    HTML/CSS

**Languages:**    Native in English    Working Proficiency in French    Elementary proficiency in Yoruba

**Technologies:** Blender    Unity    Firebase    Git/GitHub

## COMPETITIONS AND PERSONAL PROJECTS

**McGill Dobson Lean Startup Center**                                                                     **2022-2023**
- Learning and communicating with Business leaders on how they successfully started and grew companies.

**McGill Neurotech    (Data Science Team)**                                                                   **2022**
- Member of the data science team in the process of Data Collection and Evaluation.
- Research practical Brain-Computer Interface (BCI) applications using **Python**.
- Research and review AI/Machine Learning methods, then Communicate concepts with my team.

**Hack The North**                                              https://bit.ly/3CUeV7v                         **2022**
- Developed and Implemented a Sentiment Analysis algorithm which scrapes Stock performance Data from websites such as Fox News Business, Bloomberg, and Yahoo Finance to make trades in a simulated environment within **QuantConnect's** environment.
- Got experience working with Finance and practical applications of **C++** and **Python** in the Trading field.

**Defi Hackathon**                                                                                               **2022**
- Development of smart contracts using **Rust** and Terra Station Wallet chrome extension.

**Montreal Bike Share Prediction Model**                          https://bit.ly/3eSkUlk                       **2022**
- Developed a Machine Learning Algorithm using public source weather, population, and traffic data to predict the flow of people throughout Montreal.
- Practical experience in Machine Learning and Data Science using Regression models in Supervised Learning Models.

**McGill CSUS Online Game Creation Project**                                                                  **2022**
- Team Project to create an online-Coop-based game (Ludo) using **Firebase**, built using **JavaScript**.

**Personal Website Project**                                     https://bit.ly/3SskiAz                        **2022**
- Development of my personal website to host and display personal and work experience projects. **HTML/CSS**

**AI Game Solver**                                               https://bit.ly/3TMLKtW                        **2022**
- Creation of an AI which uses a modified version of the Mini-Max algorithm to achieve a 100%-win rate against a random opponent.
- Practical experience in Machine learning through **Python**

**McGill Physics Hackathon**                                     https://bit.ly/3MSSO5W                        **2021**
- Built a particle simulator using the **vPython** library to model masks' effect on COVID-19 particles.

## WORK EXPERIENCE

**Compete McGill              (Vice President Marketing)**                                                     **2022**
- As VP of Marketing for Compete McGill, aiding in the external communication of Club events.

**Summer Research Project    (Software Engineer and Undergraduate Researcher)**                               **2022**
- Read research papers in the field of Computational caustics and Computer Graphics
- Implementations of problem sets within **MATLAB**

**McGill Robotics Club        (Mechanical Engineering Team)**                                             **2021-2022**
- I work with a student, taking part in the ideation, design, prototyping, assembly, and improvement of the mechanical system of a rover. Here I worked with the Mechanical Engineering team in Model Creation.

**McGill Game Dev            (Team Member)**                                                             **2021-2022**
- Participate in McGill game development in Biweekly Group Based Game Creation within Unity Interface

## EDUCATION

McGill University (B.A. Computer Science and Economics)                         Anticipated: April 2024
Sciences Po Reims (Exchange – Economics and Business Certificate)               Anticipated: April 2023