

Ayomide Enoch Ojo

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McGill University

3.71 GPA

Anticipated: April 2024

Sciences Po Reims (Exchange)

Anticipated: April 2023

A Computer Science (Major) and Economics (Minor) Student passionate about the software development. Experienced in working with teams in different software development stages, ensuring a high-quality.

Languages: MATLAB Python Java C++/C/C# HTML/CSS JavaScript Bash
Technologies: Blender Unity Firebase Linux/Unix Git/GitHub

WORK EXPERIENCE/ EXTRACURRICULARS

Summer Research Project

2022

Research Project in Computer Graphics in Computational Caustics and Graphics using MATLAB to model the movement of light rays in a simulated environment to create a caustic.

McGill Robotics Club

2022-present

I work with a student, taking part in the ideation, design, prototyping, assembly, and improvement of the mechanical system of a rover aimed at participating in the University Rover Challenge in Utah.

McGill Game Dev

2022-present

Participate in McGill GAMEDEV to learn about game creation and the use of the Unity Engine.

Vice President Marketing Compete McGill

2022

As VP Marketing for Compete McGill, aiding in the communication of Club events and Hackathons.

McGill Neurotech

2022

Research Competition which aims to study the intersection in Neuroscience and Computer Science.

PROJECTS

AI Game Solver (Group Project)

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

McGill Physics Hackathon (Exploring the Effectiveness of Wearing Masks - Group Project)

2021

Built a particle simulator using the vPython library to model masks' effect on COVID-19 particles.

McGill Game Dev Competition

2021

Creating a 2D game inspired by the TNMT Turtles through Time game in the Unity engine using C#. This was done as part of a 4-day game jam at McGill University.

Hack The North (Sentiment Analysis Based on Sentiment Analysis and Reddit - Group Project)

2022

Created a Sentiment Analysis algorithm that scrapes reddit data to make trades in a simulated environment within the QuantConnect's environment.

Defi Hackathon (Smart Contract) - (Group Project)

2022

Built smart Contrasts using Rust and Terra Station Wallet chrome extension

BIXI (BIKE SHARE) Ridership Machine Learning Tracking and Prediction Model

2022

Creating a Machine Learning Algorithm based on previous data to show the flow of people throughout Montreal and predict locations where BIXI's are needed before they are needed.

McGill CSUS Online Game Creation Project - (Group Project)

2022

Creating an online-Coop based game, using Firebase, built using JavaScript

Personal Website Project

2022

Creation of Personal website to host and display personal and work experience projects

McGill Dobson Lean Startup Center - (Group Project)

2021-2022

Participated in a series of Seminars which aided in the creation of a small start-up. Here I learned how to pitch ideas and grow small ideas into business plans.

LANGUAGES

English – Native

French – Working Proficiency

Yoruba – Elementary proficiency