

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