**Bolaji Makinde-Odusola**

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**EDUCATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**California Polytechnic State University,** San Luis Obispo, CA Expected Graduation: **December** **2021**

Bachelor of Science Electrical Engineering, Computer Science Minor($100,000 Merit Based Full Ride scholarship)

**PROGRAMMING LANGUAGES AND SOFTWARE \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Programming Languages:** C# (4 years), Java (2 years), Python (1 years), SystemVerilog (6 months), HTML/CSS (6 months)

**Software:** Unity (8 years), Visual Studio (4 years), MATLAB (2 years), AR/VR (1 year) Bootstrap (6 months)

**SELECTED PERSONAL PROJECTS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Personal Website:** [**BolajiMakinde.com**](https://bolajimakinde.com/) **2020**

* Developed Personal Website containing my portfolio that can be filtered by selecting skill icons

**Open Source Chess Engine Development:**   **2018-2019**

* Created a platform for answering and analyzing statistical based chess questions
* Led and taught a team of 3 by organizing meetings and assigning work to develop several chess engines
* Used bitwise operations for visualized AI and neural network algorithms on the user interface
* Integrating Photon Voice SDK to allow for speech-based play and simulation

**Traveling Salesman Problem Convex Hull Triangulation Algorithm:**  **2016-2017**

* Researched and theorized a convex hull approximation of the Traveling Salesman Problem
* Developed a 100% physically based model for calculations by using scalable measuring algorithms
* Used research and high levels of geometry to come up with an algorithm for the Traveling Salesman Problem
* Translated **JavaScript** project into **C#** as measured by **5000% reduced calculation speeds** through modular updates

**Unity Multiplayer FPS Game Development: 2012-2019**

* Set up and deployed complex techniques needed to create a reliable network system in **C#** and **JavaScript**
* Tailored and invented optimization methods by using optimized data structures for different game instances
* Self-taught 4 languages and have experience translating self-developed project designs into code

**WORK EXPERIENCE \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_**

**Boeing**, Virtual: Electronic Products Intern  **Jun-Sept 2020**

* Constructed visual diagrams for incorporating equipment into aircraft electronic systems
* Diagnosed, analyzed, and corrected design flaws in Electronic Equipment
* Traced signals through Boeing hardware drawings for other engineers to track power distribution

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**Boeing**, Oklahoma City, OK:Electromagnetic Effects Intern  **Jun-Sept 2019**

* Published and certified 3 Quality Control Documents for technology meeting internal and DoD standards
* Collaborated with multiple departments in developing plans for aircraft electronic system modifications
* Organized and tracked revisions for the Electronic Products team in important release documents for aircrafts
* Researched and compiled data into Boeing Libraries for new modification projects

**LEADERSHIP AND TEAM BASED EXPERIENCE \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**National Society of Black Engineers (NSBE):** Regional Executive Board, Vice Chairperson  **April 2020-Present**

* Manage a 23-person board and oversee all activities of 4 zones (Finance, Communication, Membership, Programs)
* Planned the 2020-2021 Region VI Leadership Conference for over 100 participants as the head of a Taskforce
* Track all action items and guide the board in implementing the Region VI Chairperson’s Vision

**National Society of Black Engineers (NSBE):** Regional Executive Board,Parliamentarian **2019- 2020**

* Work with a team of 21 talented students, professionals, and advisors to operate NSBE on the west coast
* Organized and headed a town hall to vote on and discuss issues facing black engineers for several hundred people
* Oversee and engage with all NSBE chapter senators in the 13 most western states
* Point of Contact for NSBE Bylaws and Parliamentary Procedure
* Helped to ensure 100% Voter Turnout on Regional and National Ballot

**DR.VR:** [**DoctorVR.ml**](https://doctorvr.ml/) **2020**

* Work with a team of 3 on implementing a global health care accessibility program through XR and machine learning
* Selected to participate in 2020 John Hopkins Global Healthcare Design Competition
* Implemented a multitude of accessibility features including speech recognition and visibility enhancements