

BRINLY JAJA

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EDUCATION

UNIVERSITY OF OKLAHOMA

Aug 2026

Bachelor of Engineering, Computer Engineering

- **Coursework:** Introduction to programming, Programming structures and abstractions, data structures, Discrete structures

WORK EXPERIENCE

UNIVERSITY LIBRARY INFORMATION SYSTEM.

Nov 2023 - Present

Student employee

Norman, OK

- Managed metadata using digital archiving standards such as Dublin Core, streamlining searchability and discoverability of digitized items while applying technical problem solving skills.
- Operated and maintained high-resolution scanning equipment and image correction software (e.g., SilverFast, Photoshop) to produce archival-quality digital materials that supported robust digital asset management.
- Enhanced digital artifacts with Adobe Lightroom and Illustrator, ensuring visual consistency and contributing to maintainable, structured workflows.

EXTERN- OUTAMATION

May 2025 - Jul 2025

Externship , AI-Powered Workflow Automation / Outamation

Remote

- Engaged in a practical externship exploring real-world AI applications in business operations.
- Acquired hands-on experience with Python, natural language processing (NLP), document data extraction, and retrieval-augmented generation (RAG) using LlamaIndex.
- Contributed to projects that showcase how AI streamlines workflows and interprets complex documents to boost operational efficiency.

UNIVERSITY PROJECTS

GPX TO CSV USING JAVA

Mar 2024

University Projects

- Developed a java application to convert GPS data from a GPX file to a csv format, enhancing data accessibility and usability for future projects.
- Implemented robust error handling and data validation to ensure 100% data integrity during GPX to CSV conversion, seamlessly integrating with existing Java driver systems.
- Analyzed and extracted latitude and longitude data from GPX file, captured at 5 minutes intervals over a 3-day trip.

JAVA GUI

May 2024

University Projects

- Developed a java GUI application to visualize and animate triplog datasets on a map, incorporating user interactivity and animation controls.
- Implemented stop detection methods and dynamically centered the map on the animation area for optimal viewing.
- Developed advanced animation features including real-time position tracking and path visualization, enhancing data comprehension and user engagement.

SKILLS

- **Programming Languages:** Java, Python, HTML, Programming Go, Programming C/C++
- **Software Development:** Technical problem solving, Building tools/infrastructure, Writing maintainable software, Learning new languages
- **Creative Tools:** Adobe Photoshop, Adobe Lightroom, Adobe Illustrator
- **Productivity Tools:** Microsoft Excel, Microsoft Access, Microsoft word

EXTRACURRICULAR ACTIVITES

African Student Association

Aug 2023 - Jun 2025

Education Officer, Executive Board

- Championed cultural advocacy and education by designing and leading comprehensive initiatives that highlighted contemporary African political, social, and historical movements, fostering global awareness and inclusivity.
- Orchestrated over a dozen high-impact events, including forums, panel discussions, and interactive workshops, reaching hundreds of students and driving campus-wide conversations on African identity and diasporic solidarity.

International Advisory Committee

Aug 2023 - Jun 2025

Creative Chair, Executive Board

- Directed the creative vision of the International Advisory Committee, producing compelling multimedia campaigns and promotional assets that significantly enhanced global student engagement and institutional visibility.
- Oversaw cross-cultural collaboration among diverse international student organizations, aligning branding and messaging strategies to promote intercultural understanding and unify student voices across continents.