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

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.