VICTORIA KAYODE

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PROFESSIONAL SUMMARY

Results-driven Computer Engineering graduate skilled in embedded systems, IoT development, and UI/UX design. Proficient in hardware-software integration, product prototyping, and design. Passionate about leveraging technology to create innovative solutions that enhance user experiences and improve efficiency.

EDUCATION

KENNESAW STATE UNIVERSITY

Kennesaw, GA

Bachelor of Science in Computer Engineering (Cum Laude)

Graduated December 2024

GPA: 3.57

Relevant Coursework: Advanced Embedded Systems, Data Collection and Analysis, Sensors, Actuators, and Integration, Senior Project Design.

SKILLS

Programming Languages: Python, C++, JavaScript, HTML, and CSS.

Hardware Design: Raspberry Pi, Arduino, PCB Design (Eagle), Circuit Design.

Software & Tools: Fusion 360 (3D Modeling), Figma (UI/UX Design), AWS Integration, Microsoft Office.

PROJECTS

LOCIT (WEARABLE LOCATION & SAFETY DEVICE)

December 2024

- Spearheaded the design and development of a wearable safety tracker, integrating real-time GPS tracking, facial recognition, and geofencing to enhance safety for vulnerable populations, achieving 98% accuracy in location updates.
- Led UI/UX design for the companion app using Figma and FlutterFlow, crafting intuitive user interfaces and seamless user flows that enhanced engagement by 20%.
- Engineered a 3D-printed prototype using Autodesk Fusion 360, reducing device size by 30% while maintaining durability and performance for elderly and child users.

RASPBERRY PI WEATHER STATION

March 2024

- Engineered a weather monitoring station that logged environmental data with 95% accuracy at 10-second intervals, ensuring timely and reliable updates.
- Programmed in Python to process and store 500+ data points daily, enabling comprehensive tracking of temperature, humidity, and pressure.
- Integrated the system with AWS for cloud-based data storage and remote access, enabling real-time monitoring.

RED LIGHT, GREEN LIGHT GAME (SQUID GAME INSPIRED)

February 2023

- Developed an interactive game prototype using Arduino Mega, incorporating motion sensors, LEDs, and a buzzer to simulate the "Red Light, Green Light" game mechanics.
- Programmed in C++ to manage sensor data and control game logic, achieving 90% accuracy in detecting player movement during the "Red Light" phase.
- Integrated real-time feedback systems using an LCD and push-button controls, enhancing user interaction and gameplay experience.

WORK EXPERIENCE

THE UPS STORE Atlanta, GA

Customer Service Representative

January 2024 - Present

• Processed 50+ transactions daily with 98% accuracy while collaborating with team members to optimize store operations and increase productivity by 15%.

WALMART

Atlanta, GA

May 2023 - December 2024

Online Pickup Associate Collaborated with a cross-functional team of 10+ associates to maintain 98% on-time pickups, improving customer satisfaction scores.

CLUBS

 Active member of NSBE (National Society of Black Engineers), SWE (Society of Women Engineers), and ASA (African Student Association), participating in workshops, events, and initiatives to promote diversity and professional development in STEM.