Tomiwa Adedokun

Software Engineer and Artificial Intelligence Engineer.
B.Sc Computer Engineering(University of Lagos)

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Location: Lagos, Nigeria.
Social Media: **Extomvi(Github)**/**Tomiwa Adedokun**

SKILLS

Programming & OOP: - Python, C++, Javascript   **Cloud:** GCP, Microsoft Azure

Frameworks: Node.js, Vue.js, Django

Web development: JavaScript, HTML, Bootstrap

Miscellaneous: Data Structure & Algorithms,SQL, Server Administration, Computer Vision, Deep Learning, Project Management

Languages: English (Fluent), French & Spanish(Limited working proficiency)

EDUCATION

University of Lagos — *B.Sc Computer Engineering*   **JULY 2021**

- **Major**: Computer Engineering
- Programming Courses: Embedded systems, Object-Oriented Programming, Computer Network & Architecture

EXPERIENCE

Hugo: Lagos— *Quality Analyst(AI/ML Engineer) [hugotech.co]*   **APR. 2020 - PRESENT**

- Image segmentation and full body segmentation for augmented reality and virtual reality applications(AR/VR) on Facebook's Reality Labs(FRL) project.
- Worked on "Facebook's Journalism Project" by categorizing News feeds based on keywords and entities to improve the sorting algorithms in predicting News, articles and social media posts by specific keywords which involves paying attention to details.
- Data annotation and categorization in the form of images and videos for Computer vision applications.
- Developed a GeoBias dataset for training AI models based on color and geographical differences.
- Developing models for natural language processing(NLP).
- Managing a team to ensure team members communicate effectively which increases team performance.

Lyvo: Remote, California — *Software Engineering(SWE) Intern [Lyvo]*   **JUN. 2020 - AUG. 2020**

- Worked in a team of six as a member to build a simple interactive platform that interacts in real time, and it was a CRUD application.
- Incorporated Vue.js in the frontend of the application in place of the basic web development modules
- Used Git as a collaborative tool for effective collaboration in the project.

Facebook-Andela SDG: Remote, Lagos — *Backend Developer [Andela]*   **MAR. 2020 – JUNE. 2020**

- Worked in a team of seven to develop a product amongst the SDG goals so as to help those in need and improve the lives of those in our community. Certification
- Managed the backend development alongside a fellow team member by using Facebook's open-source tools and Django framework for the development of the application.
- Incorporated Google, Facebook, and LinkedIn login features for easy access into the web application which is to be an accident tracking and reporting application to quickly aid accident reports to the relevant authorities.
- Developed a COVID-19 estimator which predicted the number of expected cases in a location based on the currently affected number of individuals.

COMMUNITY SERVICES AND AWARDS

CLOUD NATIVE Scholarship: SUSE/Udacity — *Cloud Native [UDACITY]*   **JUN. 2021 - PRESENT**

- Recipient of SUSE Cloud Native Scholarship.
- Architecture consideration for cloud native applications and container orchestration with Kubernetes
- Open source PaaS(Platform as a Service) as well as CI/CD with cloud native tooling

Google Developers Group — *Google Cloud Tech Facilitator*   **NOV. 2019 - PRESENT**

- Hosted a group of young tech enthusiasts and developers on the use of Google Cloud, using Qwiklabs platform for training.
- Facilitated the community members on the application of Google Cloud on projects and even machine learning and AI.

PROJECTS

TaiExpressNG — *[Github]*   **JAN. 2021**

- Developed a web application alongside a team of 5 for a logistic company to enable users track their logistic deliveries as well as make requests based on the available resources of the company .
- Utilized HTML, Javascript, CSS, to implement the frontend part of the application

People Counter App — *[Github]*   **JUL. 2021**

- Developed a web application for counting the number of people in a room per frame using Intel's OpenVINO toolkit and python OpenCV.
- Utilized Python, Javascript, HTML & CSS for the development of this project.

People Counter App — *[Github]*   **JUL. 2021**

- Developed an application capable of moving the computer pointer using only the movement from the head and eyes by taking inputs either from a video file or from the webcam.
- Utilized Python, Javascript, HTML & CSS for the development of this project.