TAOFEEK OBAFEMI-BABATUNDE

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SUMMARY

A Computer Engineering student with years of hands-on experience supporting, automating, and optimizing mission critical deployments with a background in computer engineering, and an active contributor to a prominent open source platform.

EDUCATION

Morgan State University, Baltimore, Maryland **Fall 2016 – Spring 2022**
Bachelor of Science in Electrical and Computer Engineering
Master of Engineering in Electrical and Computer Engineering
Master of Science in Advanced Computing

TECHNICAL SKILLS

- C++, C
- Amazon Web Services
- MySQL
- MATLAB, Docker
- Java, JavaScript, React.JS
- Multilingual
- Python, Kivy, NumPy, Pandas
- Google Cloud Platform

EXPERIENCE

Morgan State University – Data Engineering and Predictive Analytics Laboratory
DevOps Engineer – Cloud Engineer **May 2020 – Present**

- Developed a Python-based application for automated segmentation of data pulled from an API in preparation for a Machine Learning model.
- Maintaining a cloud database and CI/CD pipeline that implements an autonomous coalition of data from social media platforms on a daily basis.
- Successfully disambiguated and demonstrated a network graph showing relationships between multiple users with a 90% accuracy.

Morgan State University, Johns Hopkins, US ARMY Research Lab
Software Engineer – Research Assistant **February 2018 – Present**
Assessment and quantification of ballistic damage of a single layer woven fabric composite laminate.

- Wrote a MATLAB algorithm that accurately identifies and quantifies damage on composite materials with a 95% accuracy.
- Developing a cross-platform mobile application which employs aforementioned MATLAB algorithm to increase functionality by 60%.
- Publishing a paper and presenting research findings to major army stakeholders.

Morgan State University – Department of Electrical and Computer Engineering
Embedded Systems Engineer – Software Engineer **September 2016 – May 2020**

- Designed and fabricated a remote-controlled blimp and an automated RC car in a design-build-test team project environment.
- Developed a fingerprint-based attendance system as a replacement for attendance and time logs that reduces resources used by 40% and increased accuracy by 70%.
- Designed an effective low-cost music player which can be controlled with minimal speech or physical interaction and addresses basic functions suited for patients diagnosed with Parkinson's disease.
- Developed an amazon Alexa and Raspberry pi console which identifies guests at a doorway and alerts the user of potential threats using facial recognition.

EXTRACURRICULAR ACTIVITIES & AWARDS:

• Major League Hacking – Summer League	Participant	Summer 2020
• GMiS HENAAC Shell College Captain	Volunteer	September 2019
• GMiS College Bowl – Lockheed Martin Sonadores	Participant	September 2019