ERHOWVOSERE OTUBU

Brampton, ON

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Education

Queen's University, Smith Engineering   **Sept 2021 – Present**

Bachelor of Applied Science - BASc Computer Engineering   *Kingston, ON*

- **Academic Achievements**: Dean Scholars Distinction (CGPA: 3.69), Excellence Scholarship (Top 10% of admissions)
- **Relevant Coursework**: Data Structures, Algorithms, OOP, Database Management Systems, Operating Systems

Skills

Software: Java, Python, C, SQL, MATLAB, Assembly, Verilog, VHDL, HTML, CSS, PHP, Arduino, CUDA, Git
Development Tools: Visual Studio Code, Android Studio, Git, JetBrain IDEs, Google Colab, Microsoft Office, XAMPP
Languages: English (Native), French (Intermediate)

Experience

Queen's Themed Entertainment Development Team   **April 2023 – Present**

Chief Technology Officer   *Kingston, ON*

- **Led a 10+ member engineering team**, setting performance goals and ensuring smooth day-to-day operations
- Orchestrated the design and development of an innovative interactive trackless vehicle system, roller coaster layout, and comprehensive mathematical ride mode
- Secured an invitation to the exclusive Universal Orlando Design Competition, an esteemed platform for showcasing creative and engineering prowess

Projects

QUHyve (Student Business Directory) - Co-Founder | *WordPress, HTML/CSS*   **April 2023 – Present**

- *HYVE* is a social enterprise that connects the Queen's University minority community to student-led services catered to their needs
- Co-Founder & Developer: Spearheaded the launch of quhyve.com, significantly enhancing Queen's student minority community engagement
- Drive **$15,000 in student service revenue and $5,000 direct revenue in the first quarter**, demonstrating business acumen

QHacks 23 Theme Prize Winners: x-To-Speech | *Python, Computer Vision, PyCharm*   **January 2023**

- Developed an innovative system utilizing advanced computer vision and neural networks to convert real-world images and videos into auditory descriptions, enhancing accessibility for sensory-impaired users
- Employed Python for data processing and integration of machine learning models, including ResNet101 and COCO datasets, to accurately recognize and classify objects in videos for real-time auditory feedback
- Implemented frame-by-frame analysis and object recognition algorithms, processing thousands of images and video frames to identify objects in the user's field of view with high accuracy

Autonomous Plant System | *Arduino Code, Arduino IDE*   **November 2022**

- Developed algorithms to automate plant care processes, including watering schedules and light exposure adjustments, based on real-time data insights.
- Implemented a modular software architecture allowing for easy updates and integration of new sensors and actuators, enhancing the system's scalability and flexibility.
- Through programmed logic and control algorithms, the system ensured optimal conditions for plant growth, resulting in improved health and productivity

Leadership

Queen's University Black Youth in STEM   **March 2023 – Present**

Student Mentor   *Queen's University*

- * **Led youth sessions of up to 20+ students** through interactive learning experiences by showcasing popular games like Snake Game and Pong, effectively illustrating how code drives engaging activities
- * Achieved increased student engagement and participation through hands-on activities, resulting in improved comprehension of programming concepts.