Erhowvosere Otubu

Brampton, ON
(647) 573-5388 sereotubu@gmail.com Sere Otubu LinkedIn github.com/sere-otubu

Education

Queen's University, Smith Engineering **Sept 2021 – Present**
Bachelor of Applied Science - BASc Computer Engineering *Kingston, ON*

- **Achievements**: Dean Scholars Distinction 2022/23 (CGPA: 3.69), Excellence Scholarship (Top 10% of admissions)
- **Relevant Courses**: Data Structures, Algorithms, OOP (Java), Database Management Systems, Operating Systems
- **Organizations**: National Society of Black Engineers (Marketing Lead), Onyx Scholar, HYVE (Co-Founder)

Skills

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

Experience

Queen's University Themed Entertainment Development Team **April 2023 – April 2024**
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
- Qualified for the exclusive Universal Orlando Design Competition, an esteemed platform for showcasing creative and engineering prowess

Queen's University Black Youth in STEM **March 2023 – April 2024**
Student Mentor (On-Call) *Kingston, ON*

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

Projects

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

- *HYVE* (**quhyve.com**) is a social enterprise that connects the Queen's University minority community to student-led services catered to their needs
- As a co-founder and developer, we 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

Scranton Spaces (Rental Website) | *HTML/CSS, PHP, MySQL, Apache, Visual Studio Code* | *GitHub* **April 2023**

- Developed a multi-page web-based rental database interface, utilizing PHP for dynamic content generation compatible with various DBMS using MySQL (PDO)
- Ensured a professional and appealing visual design for the web application, enhancing user engagement by incorporating basic HTML and CSS to produce a clean layout
- Enhanced user engagement by implementing dynamic features that allowed rental groups to update preferences and view detailed listings, using PHP and HTML to streamline data display and interaction

Guessmaster (Android Application) | *Java, Android Studio, XML, Gradle* | *GitHub* **April 2023**

- Designed and developed an interactive trivia mobile application, using Java and object-oriented programming principles within Android Studio
- Implemented an adaptive point system based on the complexity of guessing the respective entity's birthday, alongside an intuitive user interface using XML for enhanced engagement
- Utilized a hierarchical class structure to encompass different entities for a modular and flexible design

x-To-Speech (QHacks 23 Theme Prize Winners) | *Python, OpenCV, NumPy, PyCharm* | *Devpost* **January 2023**

- Developed a computer vision system that converts images and videos to auditory descriptions, enhancing accessibility for sensory-impaired users by utilizing advanced neural networks like ResNet101
- Leveraged Python and machine learning models from the COCO dataset to recognize and classify video objects in real-time, achieving high accuracy in object detection
- Optimized frame-by-frame analysis to process thousands of video frames, effectively identifying objects in the user's environment for immediate auditory feedback