Oritsejolomisan (Jolomi) Mebaghanje

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EDUCATION

University of Maryland, Baltimore County (UMBC) — Baltimore, Maryland
Bachelor of Science in Computer Science, **GPA**: 3.87/4.0 — *Expected: May 2025*
Awards: President's List, Dean's List, Cyber scholar
Relevant coursework: Data Structures, Operating Systems, Discrete structures, Computational thinking and design, Computer Architecture, Linear Algebra, Social and Ethical issues in Information Technology.
EXTRACURRICULAR ACTIVITIES: Campus Life Operations Student Manager**,** UMBC Men's Club Soccer**.**

SKILLS

- **Programming skills**: Python, C++, C, C#, Linux, Scheme, Java, Unity, Processing, Assembly, Git/Github, Matlab Simulink, Microsoft Office (Microsoft Word, Microsoft PowerPoint), Windows Operating Systems, MacOS.
- **Others**: Leadership skills, Teamwork, Time management, Technical analysis, Critical thinking, Problem solving.

WORK EXPERIENCE/RESEARCH

CyberAI Innovations LLC — Atlanta, Georgia
Cybersecurity and AI Intern — *January 2024 – Present*
- Participating in the design and development of AI avatars for specific applications and performing technical analysis to enhance AI avatar capabilities.
- Improving and troubleshooting avatar functionalities by contributing creative ideas to enhance the overall quality and effectiveness of AI projects.
- Collaborating with a team on tasks associated with the execution of government contracts.

UMBC Sensorimotor Control Laboratory — Baltimore, Maryland
Undergraduate Researcher — *September 2023 – Present*
- Design a virtual game in Unity 3D for a Synergy-based AR/VR Hand Trainer project.
- Develop a virtual environment that promotes hand synergy training to enhance rehabilitation outcomes.
- Enable real-time VR hand control, providing users with direct visual feedback for effective training sessions.

UMBC Department of Computer Science and Electrical Engineering — Baltimore, Maryland
Undergraduate Teaching Assistant Data Structures — *August 2023 – December 2023*
- Assisted the professor in facilitating classroom activities and provided one-on-one guidance to students, helping them understand complex data structures concepts, debug code, and improve problem-solving skills.
- Contributed to the grading of course materials, including assignments, quizzes, coding exercises and Projects.
- Exhibited effective communication skills by facilitating discussion sessions, leading code reviews, and providing constructive feedback, fostering a collaborative learning environment that contributes to student success.

PROJECT EXPERIENCE

Principles of Operating Systems — University of Maryland, Baltimore County
LikesServer — *September 2023 – November 2023*
- Created a virtual machine using virtual box which ran a 64-bit version of the debian11 Linux operating system.
- Developed a LikesServer project using C programming language in the virtual machine which stimulates a simplified version of a YouTube-like system where likes on videos by users are distributed across multiple servers.
- Established the PrimaryLikesServer to act as a central server, receiving and logging likes data from distributed LikesServers in a temp file which helped in robust process management.
- Utilized bidirectional communication using sockets for interaction between LikesServers and PrimaryLikesServer.
- Implemented Eventual Consistency by enabling periodic updates from LikesServers to the central PrimaryLikesServer, preventing overloading and ensured secure programming by validating data integrity during interprocess communication, with a focus on error handling and logging for debugging.

Data Structures — University of Maryland, Baltimore County
Cqueue — *March 2023-May 2023*
- Constructed and used a heap data structure as a priority queue ADT to prioritize a coffee shop order.
- Developed a flexible design by allowing the user to choose between different heap types (min-heap or max-heap) and data structures (skew or leftist heap) to cater to various requirements and optimize performance.
- Developed a comprehensive set of member functions to facilitate order insertion, retrieval, and tracking, providing essential functionality for managing the queue in a real-world coffee shop setting.
- Designed a clear function to recursively deallocate memory and clear the entire priority queue, ensuring proper resource management and preventing memory leaks.