Adesina Oluwarotimi E.

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EDUCATION

African Leadership University (ALU)   **Kigali, Rwanda**
BSc Computer Science   September 2017 – May 2022
- **Current Academic Tier:** First Class | 4.14 GPA

WORK EXPERIENCE

Goldman Sachs   **London, UK**
Summer Engineering Analyst   June 2020 – *August 2020*
- Implemented multiple supervised text classification algorithms, with accuracies of up to 97%, using sklearn and pandas, to predict if two named entities are a valid match based on string similarity.
- Provided recommendations to improve false positive ratio in existing heuristics based string matching algorithms by 26% using machine learning.

Google (Google Cloud DLP)   **Washington State, USA**
Software Engineering Intern   March 2020 – *June 2020*
- Implemented and launched a new API feature in Java, to enable scanning and de-identification of sensitive information (PII), within structured text documents such as CSV and TSV, to help protect consumer privacy at enterprise scale.
- Improved effectiveness of PII detection algorithms for structured documents by implementing a new parsing mechanism that helps preserve context provided within the rows and columns of a structured document that is otherwise lost if the document is scanned as a regular flat text file.
- Successfully onboarded and adapted to company culture from a remote environment, due to the COVID-19 lockdown.

Udacity - Data Structures and Algorithms Nanodegree   **Kigali, Rwanda (Remote)**
Nanodegree Mentor   May 2019 – *Present*
- Facilitated the understanding of basic data structures and algorithms in a classroom of 45 mentees, by providing access to weekly check-in schedules, live coding sessions and community discussions regarding the applications and derivations of these data structures and algorithms.
- Successfully conducted interviews for over 5 aspiring mentors as part of the buddy assessment community initiative in Udacity, while maintaining feedback levels of "very good" (4 - 4.5 out of 5 points.)

African Leadership University (ALU)   **Kigali, Rwanda (Remote)**
Student Developer   January 2019 – September 2019
- Replicated the "Game of Life" cellular automaton game, initially developed by John Conway, to show, to over 40 other students, the importance and applications of Object-Oriented programming in Java.

SKILLS & INTERESTS

Languages: English (Native) • Yoruba(Conversational)
Skills: Design • Data Analysis • Programming • Project Management • Data Structures • Java • Python
Interests: Artificial Intelligence • Privacy & Security • Chess • Cognitive Science • Competitive Programming

LEADERSHIP ACTIVITIES

African Leadership University (ALU)   **Lagos, Nigeria**
Election Commission Chair   November 2017 – May 2019
- Lead a team of 5 volunteers in the execution of the first-ever set of student government elections.
- Achieved a 95% voting rate by implementing a digitised voting system, favourable electoral policies and proper management of election publicity amongst students.

AWARDS & ACHIEVEMENTS

Mozilla Common Voice Hackathon
March 2019
- Worked in a group of 3 to develop a mobile application that landed us the second-place prize of 500,000 RWF out of over 10 other teams

Academic Star Award
May 2018
- Received the top grade in all courses offered in my Freshman year and was awarded the academic star award by the Director Of Academics at the African Leadership University