Samsondeen Olawale Batula

Samsonbatula@gmail.com ▪ Chicago, IL ▪ 224-400-0281
LinkedIn: https://www.linkedin.com/in/samsondeen-batula/
Github: https://github.com/SamBatula

EDUCATION:

Syracuse University, College of Engineering and Computer Science **Graduated May 2023**
Bachelor of Science Computer Engineering

SKILLS AND COURSEWORK:

Programming: Java, Kotlin, C++, C, Python
Applications & IDE: Microsoft Visual Studio, Android Studio, Jupyter Notebook, Eclipse, XCode
Languages: English (Native), Yoruba (Native), Turkish (Conversational), Spanish (Conversational)
Related Courses: Data Structures, Object-Oriented Design & Programming, Operating Systems, Embedded & Mobile Systems Programming, Android Programming, Machine Learning, Computer Graphics

EXPERIENCE:

GhostFace Gen 2 NFT BMO, (CSS, JavaScript), Front-End Developer Intern **June 2022 – August 2022**

- Developed a landing page for a 300+ member discord community to interact with on a daily basis.
- Implemented numerous hyperlinks in widgets on the website for information gathering regarding the NFT and Staking of our BMO access pass, which can be purchased on Magic Eden.
- Live Link can be found here: https://bmowebsite-i069x00uz-maktub.vercel.app/

PROJECTS:

FindMyProfessor, (JAVA), Android Mobile Application **September 2022 – December 2022**

- Co-lead developer on a team of four that built an Android mobile application that helps engineering students find professors of courses related to their academic material using the Android Camera API and Firebase.
- Developed the authentication of clients by using Firebase Database to store the credentials of clients.
- Implemented a forgot password authenticator that sends a Reset link to the clients email stored on the database.
- Designed an intent wrapper that prompts your email app on your android system to open so you are able to send emails to professors listed in the application.

Rubik's Cube Game, (C++), Computer Graphics **April 2023 – May 2023**

- Developed a Rubik's Cube Simulator using OpenGL API
- Designed a start menu, 3d world for the cube, fireworks animation, and the 3x3 Cube
- Implemented lighting, Display Text, and multiple view ports

Cycle Sense, (Python/C++), Embedded Senior Design Project - Capstone Finalist **August 2022 – May 2023**

- Co-lead developer on a team of four that developed an IoT device system that can recognize and interpret cyclists hand signals using OpenCV, Image Processing, Arduino Uno Rev, and Raspberry Pi 4B.
- Developed the i2c and serial communication between the Main PC, Arduino Uno Rev3, and Raspberry Pi 4B.
- Designed a synchronized system between the 3 indicators to react to based on the hand signals received from the camera.

AWARDS:

William Peil Award, Issued by Syracuse University - Engineering and Computer Science School **April 2023**

- Won 1st place out of 20 teams by working with 3 colleagues to develop an IoT device system that aims to increase safety for bikers on the road by recognizing and interpreting cyclist hand signals using Image Processing.
- Awarded this prestigious award for our project in the 2022-2023 academic year based on innovation and real life problem solving potential.

LEADERSHIP:

Supervisor, Syracuse University Tennity Ice Pavilion **August 2019 – Present**

- Manage Employees, Open/Close Ice Skating Rink, Operator of the Ice Re-Surfacer Machine (Zamboni) to clean and reshape the ice