# Samsondeen Olawale Batula

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## EDUCATION

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

## SKILLS AND COURSEWORK

**Technical Skills:** Java, Javascript/CSS/HTML, Python, C++,  C, Kotlin
**Databases:** Firebase, MySQL
**Related Courses:** Data Structures, Object-Oriented Design & Programming, Operating Systems, Embedded & Mobile Systems Programming, Android Programming, Machine Learning, Software Specification and Design
**Awards/Organizations:** William Peil Award, NSBE, ColorStack, Chicago Scholars

## PROJECTS

**Cycle Sense, (Python/C++, Github),** Embedded Senior Design Project: Capstone Finalist        **August 2022 – May 2023**
- Developer on a team of 4 that built an IoT device that can recognize and interpret bicyclists hand signals using OpenCV and Image Processing aimed to reduce roadside incidents with motor vehicles and cyclists
- Developed the i2c and serial communication between the Main PC, Arduino Uno Rev3, and Raspberry Pi 4B
- Designed a synchronized state system on the Raspberry Pi between the 3 indicators to react based on the specific data byte received from the Main PC to the Raspberry Pi

**FindMyProfessor, (Java, Firebase, Github),** Android Mobile Application        **September 2022 – December 2022**
- Co lead developer on a team of 4 that built an android mobile application that helps engineering students find professors of courses related to their academic material
- Developed the Sign Up/ Login user authentication of clients with Firebase Authentication
- Implemented a forgot password authenticator that sends a reset link to the clients email stored on the database
- Designed an intent wrapper that prompts the email app on the android system to open for the client to send emails to professors listed in the application

**Meeting Maker, (Kotlin, Firebase, Github),** Android Mobile Application        **September 2022 – December 2022**
- Co lead developer on a team of 2 that developed an android mobile application designed to streamline and improve daily planning and meetings for students and professors
- Developed the Sign Up/ Login user authentication of clients with Firebase Authentication
- Designed the functionality for meetings created on the app to be stored in the Firebase Database
- Implemented an intent wrapper that prompts the user to open the GPS navigation application on their device for directions to their next meeting

**Rubik's Cube Game, (C++),** Computer Graphics        **February 2023 – May 2023**
- Developed a 3x3 Rubik's Cube Simulator using the OpenGL Cross-Platform Graphics API
- Designed and implemented a reactive start menu, 3D render for the Rubik's Cube, Fireworks Animation, Idle function animation, Lighting, 3D objects, Display Text, and Multiple View Ports

## LEADERSHIP EXPERIENCE

**Supervisor,** Syracuse University Tennity Ice Pavilion        **August 2019 –  July 2023**
- Managed numerous employees, Open and closed the facility, & Operator of the ice re-surfacer machine used to clean and resurface the ice sheet used by hundreds of people daily

## AWARDS

**William Peil Award,** Issued by Syracuse University Engineering and Computer Science School        **April 2023**
- Placed 1st out of 20 teams in Syracuse University's annual Open House competition by developing an IoT device that decreases roadside incidents with motor vehicles and cyclists by recognizing and interpreting cyclist hand signals
- Awarded during the 2022-23 academic year in the Open House Senior Capstone Competition