

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, Python, ReactJS, 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 four that built an IoT device that can recognize and interpret cyclists hand signals using OpenCV, Image Processing, Arduino Uno Rev3, and Raspberry Pi 4B
- Developed the i2c and serial communication between the Main PC, Arduino Uno, and Raspberry Pi
- Designed a synchronized state system between the 3 indicators to react based on the hand signals received from the camera

FindMyProfessor, (Java, Firebase, Github), 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
- 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 two that developed an Android mobile application designed to streamline and improve daily planning and meetings
- 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 Tenny 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

- Won 1st place out of 20 teams by working with three colleagues to develop an IoT device that decreases roadside incidents with motor vehicles and bicyclists on the road by recognizing and interpreting cyclist hand signals
- Awarded this prestigious award for our project in the 2022-2023 academic year based on innovation and real life problem solving potential