Samsondeen Olawale Batula

Samsonbatula@gmail.com ▪ Chicago, IL ▪ 224-400-0281
Portfolio: https://samsondeenbatula.vercel.app/
LinkedIn: https://www.linkedin.com/in/samsondeen-batula/

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

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

PROJECTS:
Rubik's Cube Game, (C++), Computer Graphics   **April 2023 – May 2023**
- Developed a 3x3 Rubik's Cube Simulator using OpenGL 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.

Cycle Sense, (Python/C++, Github), 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 state system between the 3 indicators to react based on the hand signals received from the camera using Image Processing and OpenCV.

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 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.

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 meeting in any professional environment.
- Developed the authentication system by using Firebase Database to store the credentials of clients.
- Designed the functionality for created meetings on the app to be stored in the Firebase Database.
- Implemented an intent wrapper that prompts the user to open their Maps navigation application on their device for directions to their next meeting

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**
- Managed numerous Employees, Open/Closed Ice Skating Rink, Operator of the Ice Re-Surfacer Machine (Zamboni) to clean and Resurface the ice used by hundreds of people daily.