Samsondeen Olawale Batula

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EDUCATION

Syracuse University **Syracuse, New York**
Bachelor of Science in Computer Engineering **Graduated December 2023**
Related Courses: Data Structures, Operating Systems, Embedded & Mobile Systems, Computer Architecture, Android Programming
Accolades & Fellowships: William Peil Award, Bloomberg Engineering Accelerator Fellow
Organizations: National Society of Black Engineers, ColorStack, Chicago Scholars, Grow With Google X Mentor Me Collective
Certificates: Google Project Management Certificate

SKILLS

Languages/ Frameworks: Java, Python, C++, C, Javascript, HTML, CSS, ReactJs, Kotlin, PyTorch, TensorFlow, SQL, Firebase, Rest API
Tools & Technologies: Git, GitHub, Linux, Arduino, Jupyter Notebook, Visual Studio, XCode, Android Studio, OpenCV, Waterfall, Agile

EXPERIENCE

Project Manager, OraVew, Startup **August 2023 - April 2024**
- Spearheaded a team of 3 to establish a streamlined pre-production environment, resulting in a 67% increase in efficiency by coordinating project logistics, budgeting, scheduling, and conceptual development for the recording of 9 clients within 7 months
- Achieved significant growth in clientele's social media presence by leveraging data-driven content strategies, resulting in a 510% increase in clientele accounts reached, 1668% surge in client engagement, and a 140% rise in total followers
- Produced high-quality content for 9 brands by utilizing advanced post-production skills such as video editing, sound design, visual effects and quality control, resulting in a 510% increase in accounts reached across all 9 brand accounts

Supervisor, Syracuse University Tennity Ice Pavilion **August 2019 – July 2023**
- Increased customer service productivity by 15% by managing and training 2-3 new employees every academic year on various customer service tactics in a Ice rink setting such as active listening and effective communication
- Managed daily ice resurfacing operations, ensuring safe and high-quality skating conditions for hundreds of students to use daily resulting in a 7% increase in student attendance at the rink

PROJECTS

Cycle Sense (*Python, C++, GitHub*), Embedded Systems: 1st place Capstone Finalist View Project
- Engineered an IoT device using OpenCV, MediaPipe and other advanced image processing techniques that recognizes and interprets bicyclists hand signals, aiming to reduce roadside incidents with motor vehicles and cyclists
- Optimized data exchanged across multiple hardware devices by implementing i2c and serial communication protocols, enabling real-time hand signal recognition within a 1-1.5 second response time
- Developed a synchronized state system on Raspberry Pi, integrating 3 output indicators to provide clear visual and audio signals, improving driver comprehension of bicycle signals

FindMyProfessor (*Java, Firebase, GitHub*), Android Mobile Application View Project
- Co-led on a team of four developers to create an android mobile application used by 500+ engineering students to streamline the process of identifying and connecting with professors offering courses that align with their academic pursuits
- Developed the sign up, login, and forget password recovery user authentication of clients, leveraging Firebase Authentication to ensure a secure and user-friendly entry point into the application
- Engineered an efficient email prompt system utilizing an intent wrapper, accelerating student outreach to professors by reducing the time it takes to engage with professors listed on the application

Noise Detection Security System (*Python, C++, GitHub*), Embedded & Mobile Systems View Project
- Engineered an IoT device security system integrating the Rock Pi 4B, Servo Motor, Itsy Bitsy M0 Microcontroller, Webcam and an Adafruit MAX 4466 Microphone that detects a noise event and captures snapshots of the object creating the noise, which is then sent in real time to the owner of the IoT device
- Developed seamless data exchange between Itsy Bitsy M0 and Rock Pi 4B by implementing the UART communication protocol, improving system responsiveness by 500-1000 milliseconds and enhancing overall detection accuracy

Rubik's Cube Game, (*C++, OpenGL, GitHub*), Computer Graphics View Project
- Developed a 3x3 Rubik's Cube Simulator using the OpenGL API
- Designed and implemented a reactive start menu with an Idle function animation and multiple view ports and an interactive 3D render for the Rubik's Cube that's solvable with Fireworks Animation upon completing the cube

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 to motor vehicle drivers