

SAMUEL SONOIKI

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EDUCATION

Bachelor of Engineering in Computer Science

Graduation: May 2025

University of Michigan, Ann Arbor, MI

- **GPA:** 3.5/4.0
- **Relevant Coursework:** Programming and Introductory Data Structures, Introduction to Data Science, Applied Machine Learning, Video Game Development, Calculus III, Discrete Math, Introduction to Engineering
- **Honors & Awards:** University of Michigan, Dean's List 2021, University of Michigan, College Honors 2021
- **Clubs:** National Society of Black Engineers, WolverineSoft, Michigan STEM

WORK EXPERIENCE

College of Engineering, University of Michigan

August 2022–Present

Machine Learning Research Assistant

- Manipulating large amounts of data to better understand Sudden Impulse(SI) and Sudden Storm Commencement (SSC) occurrences using Python
- Used common machine learning algorithms like classification, logistic regression and decision trees and trained models on weather data and prediction of SIs and SSCs

Michigan STEM, University of Michigan

Jun 2022– August 2022

Calculus II Academic Facilitator

- Assisted teaching in a Calculus II class for incoming college students.
- Provided one-on-one and group tutoring sessions for 13 students.
- Assessed student progress at each session and gave recommendations that increased effectiveness of class contents.

PERSONAL PROJECTS

LC2K Assembler and Simulator

Jan 2023 - Feb 2023

C++

- Made an LC2K to machine language code converter using C++.
- Made a simulator to run the code from machine language using C++.

Beats-Hunt Mobile Game

Sep 2019 - Dec 2021

C#, Unity Game Engine

- Developed a mobile game using the Unity Engine that introduces players to different genres of music while playing in an adventure platform that goes on forever.

ADDITIONAL SKILLS

- **Languages:** C++, Python, C#, MATLAB
- **Technical Skills:** Software Engineering, Data Structures, Machine Learning