SOLA BABATUNDE

CONTACT

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Hometown: Dallas, Texas

SUPPLMENTARY CERTIFICATES

Human-Computer Interaction (Georgia Tech)
Emotional Intelligence (Texas A&M)
Human-Centered Design (UC – Davis)
Product Design (Texas A&M)
User Centered Design (HKUST)
Interaction Design (Texas A&M)

PROTOTYPING HARDWARE

Arduino
Labview
Solidworks

PROTOTYPING SOFTWARE

Draw.io
Unity
Android Studio

FRAMEWORK TOOLS

Adobe Dreamweaver
Figma
Flutter
Noodl

CODING LANGUAGES

Java
Python
Html
Dart (C-Based)

RESEARCH SPECIALTIES

User Centered Product Design
Usability Testing
Research and Design

EDUCATION

Texas A&M University (Major GPA 3.62)
August 2017 – May 2021
Bachelor of Science – Mechanical Engineering
Minors - Project Management, Design & Development
Extracurriculars
Grand Challenge Scholars – Top 12
Bollywood Film Club – Co-Founder / Officer
Aggie Film Club – Director of Cinematography
NSBE – Volunteer

WORK EXPERIENCE

Sketch Recognition Lab ⋆ UX Researcher & Lead Programmer
June 2018 – December 2018
- Designed intuitive, wearable devices with modern sensors and algorithms
- Developed prototype with Android Studio, Arduino, Figma, & Noodl
- Conducted usability testing on visually impaired students
- Produced user requirements and desires with Qualtrics data

12th Man Productions ⋆ Production Engineer (Intern)
September 2018 – Present
- Developed half-time interview questions based on the client's product vision
- Assisted in transmitting singles from the crowd & field to ESPN's mobile app

Dwight Look College of Engineering ⋆ Peer Teacher
August 2018 – Present
- Taught students' introductory concepts to user-centered product design
- Communicated fundamentals of Python and C++

Emerson Automotive ⋆ Design Engineer Intern
January 2018 – May 2018
- Redesigned the Daniel Compact Prover to improve maintenance & accuracy
- Worked on a design project remotely with a team of interns
- Improved a support system to simplify maintenance with Solidworks

Mechanical Engineering Department ⋆ Assistant Researcher / Designer
August 2017 – May 2018
- Lead a team to invent an intuitive tool for making building envelops
- Incorporated modern research to mold envelops of **300** lbs of concrete
- Collaborated & presented in a team of 5

RELEVANT PROJECTS

Cretaceous Creations
June 2018 – August 2018
- Presented an original blockchain, augmented reality game
- Developed a Unity app in Hong Kong & won **3rd** / **70th** in Nifty Hacks
- Conduct usability tests to renovate gameplay to improve retention rates

Dash – AR
November 2017 – February 2018
- Invented an Augmented Reality Fitness game to encourage prolonged fitness
- Used Unity 3D and Vuforia to develop an immersive world

Scholarfish
August 2013 – June 2017
- Coded and updated a Java app to find local scholarships based off attributes
- Managed an organization of **200** members
- Raised over **$60,000** per senior student in scholarships

Website: https://tx.ag/Sola

What will I Regret not doing next term?
not
- Learning Judo