

# SOLA BABATUNDE

## CONTACT

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## SUPPLEMENTARY 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 - Computer Science  
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

### 12<sup>th</sup> 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 **3<sup>rd</sup> / 70<sup>th</sup>** 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