

# SOLA BABATUNDE

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DALLAS, TX 75040 \* WWW.TX.AG/SOLADESIGN

## EDUCATION

**BS - Mechatronics**  
**Engineering Technology ( May 2021 )**  
3.4 GPA

Minor - Project management,  
Embedded Systems

International Experience - Hong  
Kong Ust ( 2019 )

## SKILLS & ABILITIES

**Product Design (Mobile apps)**  
★Proton ★ Sketch ★ Figma ★ Pop  
(Prototyping ) ★ Origami ★ UX  
Research

**Product Design (Non-apps) ★**  
Solidworks ★ Rhinoceros ★  
Unity3D (AR / VR) ★ Webflow ★  
Sarcasm

**Programming ★** Java ★ HTML5 ★  
Javascript ★ Python ★ C / C++ ★  
Visual Basic (VBA) ★ Dart/Flutter

**Relevant Coursework ★** Digital  
Electronics ★Computer  
Architecture ★ Mechanical  
Materials ★ Digital Logic

**Personal Interests ★** Singing ★  
Modern Dancing ★ Kick Boxing  
★Film Festivals ★ Broadway

## PROFESSIONAL CAREER

**Graphic Designer ★** Grand View Visuals ★ Aug 2019 - Present  
- Created promotional material by applying fundamental art concepts.  
- Used tools like Sketch and Adobe CC to make Favicons and

**Interaction Designer / User Research ★** PhobiApp ★ Aug 2017 - Present  
- Recruited a team to build a VR environment to improve any public speaking skills.  
- Conducted User research and drafted IRB's to gather data  
- Lead research on if haptic feedback in VR can affect long term learning  
- Build the VR environment(Unity3D), mobile interface(Java), & wearables (Verilog)

**Production Design Assistant ★** ESPN ★ Oct 2018 - Present  
- Created custom signal flows for sporting events to support **4,500,000+** viewers.  
- Analyzed viewer reviews to form design requirements with 12th Man Productions  
- Designed video and sound layouts for sport broadcast for **ESPN & SEC** standards.  
- Collaborated with teams involved with sales, talent, and engineering

**Product Design Intern ★** Facebook Inc ★ Jun 2019 - Aug 2019  
- Designed a **3** internal tools to meet the needs for millions of page owners.  
- Pitched, Designed, & Delivered **3** extra Facebook products to **3** separate teams.  
- Applied unique tools like Proton, Sketch, Figma, UX Research and Origami  
- Taught **12** Facebook University SWE interns with their Code and Product Design

**Product Manager Intern ★** Texas A&M ★ Sept 2018 - Jun 2019  
- Managed 6 projects concurrently from start to finish for startups  
- Developed Project Planning Reports and RFTs for non-profit events  
- Offered constructive feedback to minimize risk and saved ~\$5,000 collectively

**Teaching Assistant ★** Texas A&M University ★ Aug 2018 - Present  
- Assisted teaching about the product design and Python programming.  
- Made an interactive GPA calculator (with Visual Basic) for **100** students to  
calculate possible final letter grades.  
- Explained complicated topics to unfamiliar personnel

**R & D Fellow ★** National Academy of Engineers ★ Jun 2018 - Present  
- Developed an intuitive GPS Haptic vest to guide to visually impaired students.  
- Fabricated prototypes & usability tests with Noodl, Figma & Android Studio.  
- Conducted research over emotional intelligence and mechatronics  
- Currently experimenting with thesis topics over empathetic product design

**Design Engineer Intern ★** Emerson ★ Jan 2018 - May 2018  
- Worked with A&M faculty and Emerson representatives to synthesized user  
reviews, & expert opinions into a new Prover design with Solidworks &  
Keyshot.  
- Improved competitiveness and simplified maintenance by exploiting  
shortcomings of similar products.

## LEADERSHIP

PhhobiApp - Co-Founder ( 1 years and counting )  
PhilSa - Dance team Choreographer ( 2 years and counting )  
Century Singers - 2nd Chair Baritone (2 years and counting )  
Scholarfish - President ( 6 years )