

SOLA BABATUNDE

CONTACT

PHONE: 469-556-6068
Linkedin: /in/OlusolaBabatunde
EMAIL: solade@tamu.edu
Hometown: Dallas, Texas

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 – 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 envelopes
- Incorporated modern research to mold envelopes 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

What will I Regret not doing next term?

not

- Learning Judo