Oluwatamilore Adedeji-Ibraheem

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Education

LYCOMING COLLEGE, Williamsport, PA

Bachelor of Arts Degree Expected May 2026

Major: **Computer Science**

Minor: **Business Administration**

Related Courses:

Computer Science: Principles of Object-Oriented Programming, Calculus, Intro to Computer Science, Data Structures, Operating Systems, Android Development, Principle of 2D Game Design

Skills:

JavaScript, Python, C+, Android Studios, Microsoft Office (Excel, Word, Outlook, and PowerPoint)

Certifications

INTRODUCTION TO GIT AND GITHUB/ COUSERA (In Progress, Expected April 2025)

- Mastering **version control** (commit, push, pull, rebase), repository management (cloning, forking), and collaborative workflows (pull requests, code reviews).
- Implementing GitHub Actions for CI/CD pipelines and using GitHub Projects to streamline task tracking for personal and open-source projects.

Projects

NUMBER GUESSING GAME | *Java, IntelliJ IDEA*

- Built an interactive CLI-based number guessing game in Java with a range-based logic system and real-time user feedback.
- Implemented robust **input validation**, a **scoring algorithm**, and **attempt tracking** using loop structures and conditional logic.

- Used **object-oriented design principles** (encapsulation, abstraction) to structure the game logic into reusable classes and methods.
- Demonstrated proficiency in IntelliJ IDEA for code debugging, version control integration, and iterative feature development.

SPACE INVADERS 2D SIMULATION | *Java, JavaFX, IntelliJ IDEA — In Progress*

- Developing a modular 2D arcade-style game inspired by *Space Invaders* using **JavaFX** for GUI rendering and animation.
- Engineered **collision detection**, **enemy spawning**, and **event-driven player input** with Java's built-in libraries.
- Integrated real-time game loop and state management (e.g., game over, score tracking) with a responsive UI layout.
- Utilizing Git for version control and IntelliJ's profiling/debugging tools to optimize frame rate and responsiveness.

MINESWEEPER GAME | *Java, Swing, IntelliJ IDEA*

- Engineered a full-featured **Minesweeper clone** using Java and Swing for GUI development, supporting dynamic board sizes and difficulty levels.
- Implemented recursive algorithms for zero-tile expansion, **cell state management**, and **real-time flagging** with mouse interactions.
- Applied the **Model-View-Controller (MVC)** pattern to separate game logic from UI elements, improving maintainability and scalability.
- Designed exception handling mechanisms to prevent UI freeze and ensure smooth user experience across all interaction states.

ANDROID MUSIC APPLICATION | *Java, Android Studio*

- Created a mobile music streaming application using **Android SDK** and Java, supporting background playback and playlist functionality.
- Built custom UI components with XML layouts and **Material Design** principles for a modern and responsive interface.
- Integrated Android's **MediaPlayer** class for audio playback and managed lifecycle events to preserve user sessions.

- Utilized **Intents**, **Content Providers**, and **RecyclerView** for dynamic navigation and list-based content display.
- Tested on physical devices and emulators to ensure consistent behavior across screen sizes and Android versions.

Curriculum Highlights

ANDROID DEVELOPMENT COURSE, Lycoming College

- Created a dynamic and interactive Sudoku application from scratch, implementing logic for puzzle generation, validation, and user interface.
- Designed and implemented a media player app with core functionalities such as music playback, playlist management, and user interaction.
- Gained experience with Android Studio, Material Design, and the Android SDK.

OBJECT-ORIENTED PROGRAMMING (OOP)

- Designed Java-based applications emphasizing class structure, inheritance, polymorphism, and encapsulation.
- Built modular projects like a guessing game and Minesweeper with clean, maintainable OOP architectures.
- Practiced software design principles such as **DRY**, **SOLID**, and **MVC**.

DATA STRUCTURES AND ALGORITHMS

- Implemented core data structures (linked lists, stacks, queues, trees, graphs) and sorting/searching algorithms (merge sort, BFS, DFS) in Java and Python.
- Applied algorithmic analysis (Big-O notation) to optimize program performance.
- Developed recursive and iterative problem-solving skills through real-world coding challenges.

OPERATING SYSTEMS

- Learned memory management, multithreading, and scheduling through interactive labs and shell scripting.

- Explored low-level OS components like semaphores, file systems, and process handling.
- Simulated system-level tasks and created basic shell environments in C and Java.

Work Experience

CUSTOMER CARE ASSOCIATE / SALES REPRESENTATIVE, Remote June 2022 – August 2022

Sitel Group, Richmond, TX

- Initiated outbound calls to prospective clients, presenting and explaining new insurance plans tailored to individual needs.
- Effectively communicated benefits of various plans, addressing customer concerns, and providing solutions to meet specific circumstances.
- Demonstrated strong persuasive skills to achieve sales targets and garnish new clients.

WISE IT (INFORMATION TECHNOLOGY) INTERN, Lycoming College | Summer 2025

Lycoming College, Williamsport, PA

- Provided technical support to faculty, staff, and students, troubleshooting hardware, software, and network issues.
- Assisted in maintaining and configuring college-wide systems, including user accounts, permissions, and software deployments.
- Collaborated with IT staff to monitor system performance, resolve outages, and implement security updates.
- Developed user guides and training materials to improve campus-wide technology adoption and ease of use.
- Participated in IT projects such as equipment inventory management, workstation setups, and AV support for campus events.

Volunteer Experience

9-11 Day of Service Volunteer, Lycoming College 2022

Lycoming College Warrior Day, Lycoming College 2025

Collegiate Activities

Black Student Union (BSU), Member August 2022 – Present

Student organization to bring people together on campus and expand awareness.

UNICEF, Member August 2023 – Present

Student organization dedicated to serving the children of our local community.

Multicultural Awareness Group (MAG), Member August 2022 – Present

Student organization created to celebrate the cultural differences of Lycoming students.

E-Sports Club, Member August 2022 – Present

Collaborated with an external college's E-Sports team to engage in discussions about upcoming events, seasons, and strategies.