

Temitayo Ojo

Computer Science Student

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Newark, NJ

EDUCATION

B.A. Computer Science

Dartmouth College

09/2021 - 2025 Hanover, NH

GPA

3.2 / 4.0

- Relevant Coursework: Object-Oriented Programming, Data Structures & Algorithms(Now)

PROJECTS

HuffMan Encoder

04/2022 - 06/2022

Coursework: Semester long project

- Fully completed and implemented the Huffman Algorithm which encrypts a file and can also be used to decrypt as each character in the Huffman tree are mapped with their respective code words
- Constructed a Binary Tree using a Priority-Queue and a Map as the algorithm required to store two values and tree node as only one data
- Used **Java** and several Data Structures and file i/o, all to help save the bits

Web Data Extractor

08/2022 - 09/2022

Personal Project - [\[Website\]](#) [\[GitHub\]](#)

- Built a program that scrapes an online bookstore website and automatically creates a list of all the books depending on the specified ratings and price.
- Automated the program to scrape continually after a specified time limit.
- Used **Python's Beautiful Soup and Request libraries** to pull out data from the website's markup code and present it in a readable form.

Collaborative Client-Server Editor

04/2022 - 06/2022

Coursework: Semester long project

- Built an editor - similar to Google Doc's ability to have multiple simultaneous editors of the same document
- Implemented multi-threaded servers which clients can connect to
- Established message passing protocols between client/server and ensuring that they all maintain and modify a consistent shared view of a common sketch
- Used **Java** and **Java.NET** low level API implementation which involves Sockets, Addresses and Interfaces

Portfolio Website

07/2022 - 08/2022

Personal Project - [\[Website\]](#) [\[GitHub\]](#)

- Created a website out of curiosity to learn **React.js** and used it to showcase my portfolio
- Used **React.js** and **Tailwind CSS** framework & deployed on Netlify

GAME 'SPACE INVASION'

08/2022 - 09/2022

Personal Project - [\[Website\]](#) [\[GitHub\]](#)

- Programmed a Game using Python's **Pygame** library
- Implemented event-handlers, collisions, effects and characters
- Used **Python** and **Pygame** and several python's built in libraries which aided calculations

SKILLS

Programming Skills

JavaScript

Java

Python

Web

HTML

CSS

Frameworks

Bootstrap

ReactJS (Beginner)

Tech

Visual Studio

VSCode

IntelliJ

Spline(3D Design)

EXPERIENCE

Teacher Assistant

NJIT Talent Search

06/2022 - 08/2022 Newark, NJ

The NJIT Talent Search is a federally funded educational program offered to students in order to provide them with skills and motivation needed to achieve academic success.

- Facilitated classroom instructions to assist students with comprehending classroom work.
- Provided tutorial assistance in assigned study hall, and assisted program counselors with planning and evaluation of tutorial services.

CERTIFICATION

Python for Data Science, AI and Development

Coursera, 2022

LANGUAGES

English

Native ●●●●●

Yoruba

Native ●●●●●