

Oluwateniola “Teni” Adegbite

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Education

Ontario Tech University

Bachelor of Computer Science (Hons)

2022 – Expected June 2026

Relevant Coursework: Computer Architecture, AI and Machine Learning, Software Development, Software Quality Assurance, Human Computer Interaction, Mobile Devices, Digital Media and Computer Graphics

- Applied software quality assurance, user-centered design, and Agile methodologies in academic projects.
- Completed hands-on projects including a To-Do List Application, Travel Diary App, and AR/VR Clothing Try-On Website.

Technical Skills

- **Programming Languages:** Python, C++, C#, Java, JavaScript, Dart
- **Web Development:** HTML, CSS, JavaScript, Next.js, Node.js, jQuery, Responsive UI Design, RESTful APIs, API Endpoints (Java), CORS Implementation
- **Frameworks & Tools:** Unity, Flutter, sqflite, Firestore, Git/GitHub, Firebase, Visual Studio, Android Studio, IntelliJ IDEA
- **Database Technologies:** SQLite, Firebase (cloud storage, authentication)
- **Cloud Platforms:** AWS, Firebase
- **Game Development:** Unity (2D/3D), Godot, RPG Mechanics, Point-and-Click Systems, AI Programming, Shader Programming, AR/VR Integration
- **Other Skills:** Version Control (Git), Debugging, Agile Development (Trello, Jira, XP Programming, task prioritization, code reviews, check-in meetings), Object-Oriented Programming (OOP), UI/UX Design, Technical Documentation, FFMPEG (media processing)

Work Experience

Programmer

Ontario Tech University Robomaster “Ridgebots”

2024 – Present

- Engineered robot movement and control systems, enhancing autonomous navigation and targeting accuracy.
- Developed and integrated machine learning algorithms for real-time targeting and autonomous sentry operation.
- Collaborated with cross-functional teams to ensure seamless system integration and performance optimization.

Customer Care Associate

Pedalheads

2023 – 2024

- Managed client relationships, maximizing retention and identifying upsell opportunities.
- Communicated effectively to align services with client needs and resolve issues promptly.

Projects

Full-Stack To-Do List Application

JavaScript, Java, HTML, CSS, API Endpoints, CORS | 2024

- Designed and implemented a collaborative CRUD-based web application with user authentication, task creation, categorization, and responsive UI.
- Developed both frontend (HTML/CSS, JavaScript) and backend (Java API endpoints, CORS) components,

ensuring seamless data persistence and user experience.

- Utilized Agile methodologies (Trello, Jira, code reviews, check-in meetings) to deliver features on schedule and support team collaboration.

Chaotic Good – Game Development Project

C#, Unity | 2022 – Present

- Architected a moral alignment system with branching narratives and dynamic character development.
- Integrated AR/VR features into Unity through self-directed learning, enhancing gameplay experience.
- Leading demo release preparation, demonstrating initiative and project management.

Flashcard Application with GPT Integration

Python, GPT | 2024 – Present

- Developed an application to enhance studying and memorization, integrating GPT for automated flashcard content generation and summarization.

Travel Diary Mobile App

Flutter, Firebase, sqflite | 2024

- Built a mobile application for documenting travel experiences, integrating Firebase APIs for authentication, cloud storage, and data parsing.
- Implemented local data storage with sqflite and RESTful API communication.
- Collaborated remotely in a distributed team, demonstrating adaptability and effective virtual teamwork.

AR/VR Clothing Try-On Website

Unity, Web Technologies | 2024

- Developed an AR/VR web application for virtual clothing try-on, self-teaching AR/VR integration in Unity using online resources.

Desktop Exercise Form Application

Sketch, SQLite | 2023

- Created a desktop application utilizing a kinematic database to analyze and provide feedback on exercise form.

Achievements

- **Ubisoft NEXT 2024:** Participated in technical art discipline, developing tools and shaders.
- **ENACTUS x WiT Competition:** Secured 3rd place; co-led a collaborative team, demonstrating leadership and problem-solving.
- **Technovation:** Collaborated remotely to develop an educational app, enhancing accessibility and adaptability in virtual environments.

Additional Experience & Initiatives

- Proactively pursue self-directed learning of new frameworks and technologies, including AR/VR, Unity, and Next.js.
- Applied Agile practices, code reviews, and XP programming in academic and personal projects.
- Leveraged AWS for cloud-based solutions and FFMPEG for media processing in digital media coursework.

Hobbies

Gaming, Crafting, 3D Modelling, Graphic Design, Knitting, Video Editing, Gardening, Web Design, Shaders.