Toluwanimi Ayodele

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EDUCATION

Morgan State University, Baltimore, MD.

Bachelor of Science in Computer Science, August 2022-Present. GPA: 4.0

Selected Coursework: Data Structures and Algorithms (Python), Web Applications, Database Applications, Game Development (C#, Unity)

• Currently the Vice President of the Google Developer's Student Club.

Prince George's Community College, Largo, MD.

Associate of Science in Computer Science, August 2019-May 2022.

Selected Coursework: Data Structures and Algorithms (Java), Mobile Applications (Android studio), Kotlin.

SKILLS

Python, Pandas, NumPy, TensorFlow, HTML/CSS, JavaScript, Git, GitHub, React, Node.js, Tailwind, Java, C#, Unity, Excel, Android Studio, Figma.

EXPERIENCE

Google | Tech Exchange Scholar, Baltimore, MD. Scholar/Intern. January 2023 - PRESENT

- Pursued accredited coursework and mentorship directly from Google engineers.
- Collaborated and learned about software engineering, advanced data structures, machine learning, and product management materials taught by Google engineers.
- Curriculum: Applied Data Structures and Algorithms, Software Development, Careers in Tech.

CEAMLS Research Institute, Baltimore, MD- Intern. June 2023 - August 2023

- Engineered a multi-classification model to detect road cracks, utilizing Python libraries like Pandas and TensorFlow for data collection, compilation, and cleaning.
- Constructed an Artificial Neural Network (ANN) with a 4-layer architecture to predict the longitudinal length of road cracks, integrating features such as temperature, age, and design life.

Research Assistant, Baltimore, MD- January 2023-PRESENT

- Analyzed the socio-economic impact of technology in the tech industry.
- Collaborated with a team to research the post-graduation readiness of CS students for the workplace and technical interviews, exploring avenues for skill enhancement.

Projects

Teachable (Fall 2023)- A Tutoring app that matches the right tutors to students.

- Architected and developed a web app for precise student-tutor pairing, considering teaching approach, subject mastery, and ratings.
- Collaborated with fellow Software Engineers, leading the development of the front end utilizing React and Tailwind CSS.

Space-A-thon (Spring 2023)- A Web app that educates users about space.

- Created an engaging and interactive UI for middle and high school students.
- Implemented four educational tracks covering space exploration and phenomena. Also incorporated reinforcement learning to create a dynamic knowledge section to personalize and enhance the learning experience.