

Olayinka Jimba Jr.

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EXPERIENCE

Co-Project Success Lead

March 2022 - Present

Code for Philly | Philadelphia, PA

- Ensured that existing projects are progressing towards an actual solution. Minimized the effort necessary for project leads and project managers to effectively manage their work.
- Maintained an up-to-date listing of active projects, their progress, and roles needed. Researched and produced insights about how people find projects and made suggestions for improvement. Worked with the Events Led to ensure project-related events, such as showcases, are successful.

Research & Data Entry/Scrapping

March 2022 - Present

Code for Philly (Choose Native Plants PA Project) | Philadelphia, PA

- Data scraping and entry using Python and Pandas for the Why Choose Native Plants PA project.

Key Responsibilities:

- Formulate methods to collect information on PA plants from PDFs that were difficult to gather (due to structure issues, inconvenient formatting, etc.). Other responsibilities included collaboration between team members to distribute work evenly and determine the best approach towards certain formatting to efficiently get clean data to add towards an excel Database that will be used in the second version of the project's web application.

PROJECTS

Bunny Shootout

- A competitive game where both players are bunnies but Player 1 must eliminate Player 2 and Player 2 must do anything to survive with the time restraints
- Was built with Python and the Pgzzero Library.
- Used photoshop to edit assets
- Game is two player

Terminal Tic Tac Toe

- A recreation of tic tac toe within the terminal built on C
- Utilizes Coordinates (Ex: A2, C3, B1) for the user to pick a spot on the board
- Game is two player

Burger Time

- A burger stacking game built with Python and the Pgzzero Library.
- Used photoshop to create assets
- Game is one player

Cloak Man (Passion Project in Development)

- A side scrolling RPG game built with Python and the Pygame Library.
- Used OOP approach towards developing the game.
- Utilizes physic features (jumping, items being thrown, etc.)
- Infinite world generation
- Game is one player

EDUCATION

The College of Wooster | B.A. in Computer Science & Data Science Minor

August 2019 - Expected May 2024

- Relevant Coursework: Data Structures & Algorithms, Intro to Multimedia Computing, Calculus, & Intro to Data Science
- *Team Member*, Varsity Men's Lacrosse Team

SKILLS

| Python | HTML | CSS | Javascript | C/C++ | Figma | Photoshop/Illustrator | Jupyter | Pandas | R | Solidity | OOP | SQL |