

BANJI OYEWOLE

STAFF SOFTWARE ENGINEER

 banji@banj.io

 www.banj.io

INDUSTRY SKILLS

SWIFT C++ APPLE METAL C JAVA PYTHON UIKIT SWIFT UI AVFOUNDATION MAC CATALYST FIGMA ADOBE

WORK EXPERIENCE

Freefly Systems, Inc. – Staff Software Engineer May 2018 — Current

<http://freeflysystems.com>

Ember Camera – *5K at 600 FPS and 4K at 800FPS The Future of High Speed Cinematography*

- Lead weekly stand-up and planned sprint goals for camera firmware and camera app team to deliver app features requiring matching firmware changes
- Architected and implemented Wi-Fi, ethernet and USB comms between real-time camera firmware and our SwiftUI app using portable C++ middleware
- Collaborated with customer support team to prioritize feature development to maximize user impact

Ember Camera App – *Live Preview, Playback, and Full Camera control from your iPhone, iPad or Mac*

- Led a team to develop an all-new Swift UI companion app for the Freefly Ember Camera
- Worked with Design/Product team on initial app design and new features design throughout product lifecycle
- Implemented live preview camera tools and Image analysis tools with Metal
- Wrote reusable code for embedded Linux that we brought to iOS using Swift-C++ interoperability

Wave Player App – *Converts Wave Camera Raw to H.264, HEVC or ProRes with tools to Adjust Color and apply LUTs*

- Developed a Mac Catalyst app to convert Wave Raw format to Metal textures using Swift-C interoperability
- Wrote color pipeline to manage colors and apply adjustments to Wave Raw Clips with Metal
- Built a one-click color profile system and export queue system to improve user workflows

Movi App – *A Companion app for Freefly's Mobile Gimbal, Movi. Record in 4K and slow-motion with full gimbal control*

- Wrote the UI and video pipeline for the Movi Android App; managed its release, testing, and development schedule
- Architected advanced camera features for the iOS App using Metal and built focus/exposure control tools in UIKit
- Engaged interview and hiring process for software engineers as we grew our mobile apps team

Honeyfire, Inc. – App Developer May 2016 — May 2018

<http://banj.io>

The Myngo Project – *A Tacoma Washington centric delivery service for eclectic eats, and every day goods*

- Designed and developed the Myngo, and MyngoDrive applications for Android
- Integrated in-app payments through PayPal's Braintree API, and push notifications through Firebase

Flypost Universalis – *An events platform for university students to share and discover what is happening in their campus and community. Available on a per school basis for web, Android and iOS.*

- Designed and developed Flypost for Android Phones, Android TV and Android Wear devices
- Collaborated with development team to create Flypost server stack and functionality

ADDITIONAL EXPERIENCES & RESEARCH

University of Puget Sound – Capstone in Computer Science January 2018 – May 2018

Research Goal Achieve Autonomous drone control with External Computer Vision System

- Reverse engineered the drone's remote to send control inputs from an LAN connected Raspberry Pi
- Designed and implemented a communications protocol between drone control and vision processing computers
- Tracked and maintained 3D Position of drone using an Xbox 360 Kinect camera system and our software

EDUCATION

Bachelor of Science (Math Minor), Computer Science May 2018

University of Puget Sound, Tacoma, WA

MILDY AMUSING FACT

Another software engineer friend and I maintain receipt printers at our respective homes and we've connected them to the internet so we can send each other messages whenever. Scribe's tagline is simply "Write that down!"