

# BANJI OYEWOLE

## SOFTWARE CHEF

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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!"