BANJI OYEWOLE
SOFTWARE CHEF

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EDUCATION

Bachelor of Science, Computer Science May 2018
University of Puget Sound, Tacoma, WA

RESEARCH & WORK EXPERIENCE

Freefly Systems, Inc. – App Developer May 2018 – Current • Visit https://gomovi.com/ for more Movi

Movi App – *Record 4K and slow-motion video while controlling your Movi for Android and iOS*

- Wrote the UI for the Movi Android App; Managed its release, testing and product development schedule
- Added advanced camera features to the iOS App like realtime metal shaders, and focus/exposure control
- Participated in Candidate search and interview process as we grow our mobile applications team

Honeyfire Inc. – Lead Android Developer May 2016 – May 2018 • Visit www.banj.io/ for more Myngo

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

- Designed and developed the Myngo, and MyngoDrive applications for Android
- Conducted a beta test with hundreds of dollars of orders, and responded to user feedback
- Integrated in-app payments through PayPal's Braintree API, and push notifications through Firebase

Flypost – *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 iOS and backend developer to develop Flypost server stack and functionality

Flashlight X – Lead Android Developer May 2013 – August 2015 • Visit www.banj.io/ for more Flashlight X

A collection of apps that added flourishes of color and animations on top of a set of valuable flashlight features

- Developed Flashlight X with camera preview, strobe and sound reaction features
- Designed it's UI and created the 'Themos' theme engine allowing you to select any of 27 color combinations
- Created a full screen fully animated UI with Android Wear support and custom widgets

University of Puget Sound – Autonomous Drone Control with Computer Vision January 2018 – Current

Research Goal *Using Sensor Fusion of depth and camera data we will track a quadcopter and verify waypoint achievement in 3D space as an approach to automotive applications of computer vision*

- Reverse engineered the drone's remote so we could send control inputs from a networked Raspberry Pi
- Designed and implemented a communications protocol between drone control and vision processing computers
- Was able to track and maintain position of drone using an Xbox 360 Kinect camera system and our software

LEADERSHIP EXPERIENCE

ASUPS – Director of Marketing and Outreach, Student Programs Chair April 2015 – November 2015

Associated Students of the University of Puget Sound (ASUPS) – Student Government

- Overhauled visual identity by creating a new logo and visual identity guide; started the new website project
- Hired and managed graphic design team, and student programmers team to create posters and events for students
- Worked with local businesses and University administrators to host events and create cobranded goods

ACM Club President April 2015 – April 2016

Association for Computing Machinery – a club dedicated to the understanding and exploration of computer science

- Conceptualization and building an ultrasonic sensor based semi-autonomous rover
- Continued outreach and event coordination with Local Washington technology companies and University Computer Science Department

INDUSTRY SKILLS

ANDROID JAVA • XML iOS SWIFT JAVA PYTHON JAVASCRIPT HTML • CSS C++ APPLE METAL C

MILDY AMUSING FACT

My friends and I made a robotic gong that's able to hit itself. We connected it to the internet, and wrote mobile apps so you could 'gong' from anywhere. We even added it to HomeKit for use with Siri via the phrase "Bang That Gong!"