

Adebayo Bandele

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EDUCATION

University of California, Santa Cruz	June 2026
GPA 3.64	
<i>Bachelor of Science, Computer Science</i>	
Diablo Valley College, Pleasant Hill	May 2024
<i>Associate of Science, Computer Science</i>	
<i>Certificate of Achievement, Computer Science - Advanced C++ Programming</i>	May 2024
<i>100 Days of Python — Udemy</i>	May 2025
Relevant Coursework: Data Structures and Algorithms, Object Oriented Programming, AI, Machine Learning, UI & UX Design	

SKILLS

Languages: TypeScript, JavaScript, Python, C++, SQL

Frameworks & Libraries: Next.js, Node.js, Capacitor, Leaflet.js

Concepts: REST APIs, State Management, Client-Side Storage

EXPERIENCE

UCSC Experiential Learning Lab Researcher - Santa Cruz, CA January 2025 - June 2025

Student Researcher

- Collaborated on an **AI-driven** interactive theatrical experience, working alongside artists, engineers, and performers to blend technology and storytelling.
- Managed project timelines as part of an interdisciplinary team, using **Gantt** charts to ensure milestones were met for both campus and international showcases and performances.

UL Solutions - Fremont, CA

May 2025 - August 2025

Software Testing Intern

- Built and maintained **Python automation scripts** that reduced manual test execution time by over **70%**, improving efficiency across multiple engineering projects.
- Designed and implemented **data validation pipelines** using **SPEAG** software to clean and validate datasets.
- Collaborated with **Hardware Engineers, QA Testers, and Software Engineers** to validate data integrity and build automation scripts that integrated seamlessly with laboratory systems.
- Participated in **code reviews** and **refactoring**, incorporating peer feedback to improve code quality, maintainability, and adherence to best practices.

RELEVANT PROJECTS

Gridwalk – Location Based Game

November 2025

Personal Project | [Link to Play](#) | [Repository](#)

- Developed and deployed a location tracking game using **TypeScript** and **JavaScript**, translating real-world movement to game logic via the **Geolocation API**.
- Implemented core gameplay logic including world state and progression logic, token crafting, and persistent state saving.
- Developed an interactive map interface with **Leaflet.js**, enabling real-time exploration, token collection, and movement, with fallback controls for non-geolocation use.

IqraNow – Educational Mobile App

June 2025 - Present

Team Project | [Google Play Store](#) | [Apple App Store](#) | [Repository](#)

- Designed and developed a full-stack language learning application to help English speakers learn Arabic through interactive lessons.
- Built the platform using **Next.js** and **Node.js**, deploying the web application on **Vercel** for scalable production hosting.
- Packaged the web app into a mobile app and successfully launched it on both the **Google Play Store** and **Apple App Store**.
- Scaled the application to **hundreds** of daily active users, delivering consistent educational value to a growing user base.
- Collaborated in a 2-person team, contributing across front-end development, back-end logic, and UI/UX design simultaneously.

