

Olaolu Emmanuel

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WORK EXPERIENCE

June 2015 – Present

Software Engineer

Rutgers University

- Leading a team of two programmers in developing a backend written in Java to generate and grade quizzes for the ~**10,000** students enrolled in a Chemistry or Mathematics class at Rutgers.

September 2015 – Present

Tutor

Rutgers University

- Tutor students in Computer Science topics and assist with debugging.

SKILLS

- Java, Python, node.js, C, HTML/CSS/Javascript
- Linux (Debian), Git
- Express, Flask

EXTRACURRICULARS

September 2014 – Present

Director of Education

Rutgers USACS

- Arrange all educational events held by USACS including tech talks and tutorials on various frameworks and technologies.
- Help organize HackRU, our biannual hackathon with over **1,000** attendees, by contacting sponsors and assisting participants.

September 2015 – Present

Mentor

Rutgers USACS Mentorship Program

- Help my mentee to develop their skills in Computer Science by working on projects and attending hackathons.

EDUCATION

September 2014 – May 2018

Rutgers University – New Brunswick, NJ

- Major GPA: **4.00**
- Overall GPA: **3.81**
- Major in Computer Science (BS)
- Minor in Music

PERSONAL PROJECTS

Shrednought

- Unity3D game written in C# which implements a Fourier Transform algorithm to decompose input signals from a real guitar into frequencies which map to different game controls.

Hackerspace Print-Queue

- Webapp used by Rutgers University, written in node.js, allowing students to submit print requests.
- Recipient is emailed upon completion using Sendgrid. Files stored using Amazon Web Services and queue is stored in Parse.

ShadowRealmVR (*Winner at BostonHacks*)

- Renders 3D models of playing cards when placed on a disc using an RFID reader and Arduino.
- Models can be seen through an Oculus Rift

Phone.wtf (*winner at HackNY*)

- A live Webapp written in Python allowing users to prank friends by entering them into a conversation and listening in on the call via Twilio.