# Olaolu Biggie Emmanuel

Software Engineer bigo.lu / hi@bigo.lu

#### Education

#### **B.A. I COMPUTER SCIENCE I RUTGERS UNIVERSITY '19**

## **Technical Skills**

- · PROFICIENT: Python, JavaScript, Java, HTML, CSS, Flask, React, \*nix
- · FAMILIAR: C, PHP/Hack, D3, Kafka, MySQL, Heroku

# **Experience**

#### MID-LEVEL SWE | SQUARESPACE | 02/19 - 04/21

 Helped develop a new Content Management System and contributed to several other backend services such as the social accounts integration, website analytics platform, search platform, etc.

#### **SWE INTERN I FACEBOOK I SUMMER 2018**

 Develop a tool to automate the onboarding of other teams onto the message/notification delivery platform for Messenger

#### **DE INTERN I PINTEREST I SUMMER 2017**

· Save developers time by automating the data pipeline setup for new Kafka topics

#### RESEARCH ASSISTANT | RUTGERS UNIVERSITY | 01/17 - 08/18

Developed SVM classifiers for detecting road types based on the type of traffic they received

#### TEACHING ASSISTANT | RUTGERS UNIVERSITY | 09/16 - 05/17

 Lead five classes of 15 students each in Introduction to Computer Science. Conduct workshops, provide tutoring, and grade assignments

#### HACKNY FELLOW — SWE INTERN I HACKNY — SKILLSHARE I SUMMER 2016

· Worked with designer to develop the front-end and back-end for new features on the site

### LCSR TUTOR | RUTGERS UNIVERSITY | 09/15 - 05/18

· Tutor students in Data Structures, Systems Programming, etc... and assist with debugging

## **Projects**

- quick\_command cli for remembering shell commands
- · Tabbo browser extension for tab management
- Shrednought unity3D game with a real guitar as a controller