

Bomani Oseni McClendon

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WORK EXPERIENCE

FACEBOOK | Software Engineer

September 2017 – March 2019 | New York, NY

- Engineered the internal review processes for the News Page Index – Facebook's initiative to determine which News pages should be included in the 'Promoted News' section of the Political Ads Archive project.
- Shipped a new invoicing system for third-party fact-checking partners, dramatically reducing operational efforts associated with invoicing, allowing providers to track their performance, and helping to enable Facebook's fact-checking program to grow its international partnerships by 50%.
- Implemented a mobile version of the Linked Publications feature for iOS and Android using React Native – preventing fake news sites from dishonestly associating their articles with journalists on Facebook.

FACEBOOK | Software Engineering Intern

September 2016 – December 2016 | Menlo Park, CA

- Launched the "Your Videos from Facebook" product experiment, reaching millions of people weekly and resulting in an increase in personalized video share rate.
- Coordinated cross-functional decision-making across product management, design, data science, and content strategy.
- Utilized large-scale A/B testing, complex queries, and handcrafted dashboard visualizations to observe the product's impact on core metrics.

IDEO | Software Design Intern

June 2016 – September 2016 | Palo Alto, CA

- Strategized and prototyped an innovative product line addition for a robotics toy company – conducting multiple user research sessions, leading brainstorming, and building software in conjunction with designers and clients.
- Collaborated with clients and contractors to design and implement software prototypes for data-driven approaches to improving city transportation.

BOEING | Electronics Prototyping Intern

June 2014 – August 2014 | St. Louis, MO

- Built a simulation interface in C# used to rapidly generate custom route directions for a Super Bat UAV (unmanned aerial vehicle), reducing testing time by 80%.
- Created multi-threaded software to translate between Piccolo and Cursor on Target communication protocols, allowing for Android applications to view the UAV's position and send new routing directions.

EDUCATION

NORTHWESTERN UNIVERSITY

BS in Computer Science
Completed June 2017
GPA: 3.657/4.000

SKILLS

Node • React • React Native • Redux • Python • Flask • PHP (HVVM) • MongoDB • Three.js • Processing • P5 • OpenFrameworks • C++ • HTML/CSS • Sketch • Arduino • Raspberry Pi • Projection Mapping • Circuitry • Basic Woodworking

SELECTED PROJECTS

Shrumen Lumen: Lead software developer for a massive art installation presented at Burning Man, the MeetD3 Festival in Dubai, the Smithsonian's Renwick Gallery, Art Basel Hong Kong, and the Cincinnati Art Museum. Featured in WSJ, NYT, 7Day UAE, and other publications.

The Summer Smash: Built a cross-platform React Native application for The Summer Smash, a Chicago music festival with 24,000 attendees.

ENGAGEMENTS

Fellowships: School for Poetic Computation '19, IDEO CoLab '19
Speaker: Processing Community Day NYC '19, WordHack '19, !!Con '17, MozFest '15

COURSEWORK

Social Media Mining
Design, Technology, & Research
Social Computing & Crowdsourcing
User Experience Design
Microprocessor System Design