

# ADEDEJI ADEPETUN

27, Barnaby Rudge – CM1 4YG – Chelmsford

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## EDUCATION

2016–2018	<b>MSc. Advanced Computer Science, Distinction</b> , University of Manchester.
Thesis	Piquet: An AI program that plays a game of Piquet using the Information Set Monte Carlo Tree Search algorithm and heuristic domain knowledge.
2013–2016	<b>BEng Mechanical Engineering, 2:1</b> , University of Sheffield.
Thesis	Full Scale 40MW Coal Burner design: Design of a full scale coal burner limiting coal combustion NO <sub>x</sub> emissions using ANSYS Fluent analysis.
Awards	Undergraduate Award for Academic Achievement

## WORK EXPERIENCE

October 2015 – June 2016	<b>Teaching Assistant</b> , <i>University of Sheffield</i> , Sheffield, United Kingdom. Mathematics for Engineering Modelling, Computational and Numerical Methods. <ul style="list-style-type: none"><li>○ Assisted in the grading of module lab work.</li><li>○ Explaining foundational concepts to students.</li></ul>
July – September 2015	<b>Mechanical Engineering Intern</b> , <i>Bristow Group</i> , Lagos, Nigeria. Worked with the Bristow Aviation Technical Services (BATS) branch of the company. <ul style="list-style-type: none"><li>○ Performed maintenance checks on Sikorsky helicopters under the supervision of a senior staff member.</li><li>○ Organised the maintenance timetable for the helicopter hangar.</li></ul>

## ACADEMIC PROJECTS

### "What's that pet?" application.

- Predicts the type of pet from a picture using a convolutional neural network.
- Languages used: Python, numpy, TensorFlow, Javascript, JQuery, HTML, CSS.

### Journal management web application.

- Web application that manages a library of academic journals.
- Used a agile and test-driven development approach
- Languages and frameworks used: Python, Flask, HTML, CSS, Javascript, d3.js.

## PERSONAL PROJECTS

### Hearts card game application.

- Modelling the game of Hearts as a Partially Observable Markov Decision Process.
- Using Information Set Monte Carlo Tree Search for move selection.
- Languages used: Python, numpy, sklearn, HTML, CSS, Javascript, JQuery.

### Sudoku GUI Application.

- A Java Swing application to play Sudoku.
- Sudoku solver implemented using the Dancing Link algorithm.
- Languages and Frameworks used: Java, Swing, Dancing Link Algorithm.

### A\* Pathfinding Visualisation Application.

- A Java Swing application for the visualisation of the A\* pathfinding algorithm.
- Languages used: Java, Swing, A\* pathfinding algorithm.

## SKILLS

**Self-taught**, Java, Python, Javascript, SQL, HTML, CSS.

**Academically-taught**, MATLAB, SPARQL, XML, Flask, JQuery.

**Intermediate Knowledge**, C#, PHP, AngularJS, React, Bootstrap.