

ADEDEJI ADEPETUN

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EDUCATION

- 2016–2018 **MSc. Advanced Computer Science**, *Distinction*, 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 **BEng Mechanical Engineering**, *2:1*, University of Sheffield.
Thesis Full Scale 40MW Coal Burner design: Design of a full scale coal burner limiting coal combustion NO_x emissions using ANSYS Fluent analysis.
- Awards Undergraduate Award for Academic Achievement

WORK EXPERIENCE

- October 2015 – June 2016 **Teaching Assistant**, *University of Sheffield*, Sheffield, United Kingdom.
Mathematics for Engineering Modelling, Computational and Numerical Methods.
○ Assisted in the grading of module lab work.
○ Explaining foundational concepts to students.
- July – September 2015 **Mechanical Engineering Intern**, *Bristow Group*, Lagos, Nigeria.
Worked with the Bristow Aviation Technical Services (BATS) branch of the company.
○ Performed maintenance checks on Sikorsky helicopters under the supervision of a senior staff member.
○ Organised the maintenance timetable for the helicopter hangar.

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 an 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.*