

Oluwadolapo Atobiloye

Seeking co-op/intern opportunities, August-December 2022, to apply Computer Science skills in relevant positions. Eager to learn, organized, and can be relied upon to help your team achieve its goals.

PROJECTS

Asteroids— *Academic/Personal Project, Fall 2020*

- Designed and implemented a remake of the classic Atari asteroids game in Unity
- Created and implemented collision detection functions in C#
- Implemented motion functionality using forces and Unity physics system
- **Languages and Tools:** C#, Unity

Spotify Revamp— *Google Software Product Sprint, Summer 2020*

- Collaborated with a team of peers to design and implement a web application using JavaScript, node.js, and HTML/CSS using various APIs from Google Cloud Platform and Spotify while maintaining project documentation throughout a 4-week process
- Practiced industry best practices such as: contributing to open-source software using Git and GitHub, conducting code reviews, participating in distributed development, designing new components and interfaces, and leading them to completion.
- Built a comment system using OAuth
- Created dynamic, interactive visualizations that responded to real-time user-generated data
- **Languages and Tools:** HTML/CSS/JS, Java, node.js, Google Cloud Platform, Git, Spotify API

RecipeBot — *WicHacks2020, Spring 2020*

- Worked with a four-person team to develop a web-based chatbot using Python, HTML/CSS, Javascript, Google Cloud Platform, and Wegmans API.
- Designed the front-end of the site using HTML/CSS technologies and Javascript.
- Built a responsive chat display for interaction with the back-end python server.
- Received award for Best Hardware Hack.
- **Languages and Tools:** HTML/CSS, Javascript, Python, Git, Wegmans API

EXPERIENCE

Carrier, Pittsford, NY— *QA Automation Cloud Engineer Co-op*

AUGUST 2021 - DECEMBER 2021

- Writing and updating test cases, executing test scripts and reporting defects
- Writing scenario and step definitions for future use in cucumber.js
- Testing applications manually and with automated tools
- Created consistent UI to enforce access restrictions and read-only UI elements in react.js
- Collaborating with a team of developers using agile and kanban methodologies in rally. existing Python libraries.

Facebook, New York City, NY— *Enterprise Engineering Intern*

MAY 2021 - AUGUST 2021

- Implemented a custom tracking feature for purchase orders in internal management tools
- Remapped structure of purchase orders to allow generic usage in PHP and GraphQL
- Updated UI with new components to allow users to access and modify the additional fields and tracking data of new and existing purchase orders in react.js
- Compiled detailed documentation on the updated functionality and practical usage for both developers and end-users.

EMPLOYMENT

RIT Computer Science Department, Rochester, NY— *Student Ambassador*

JAN 2020 — Present

- Acted as a representative to prospective students at incoming student events and visits.

RIT Computer Science Department, Rochester, NY — *Student Lab Instructor*

AUG 2020 — MAY 2021

- Assisted with facilitating lab classes and grading lab assignments
- Hosted mentoring hours for assistance with assignments and understanding topics

CLUBS AND ORGANIZATIONS

Organization of African Students (OAS) Secretary Aug 2019-May 2020

RIT Department of Computer Science Student Ambassador Jan 2020-Present

Women In Computing (WiC) General body member Aug 2018-Present

Women of Excellence Supporting STEM (WOESS) General body member Aug 2018-Present

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EDUCATION

Rochester Institute of Technology

Bachelor of Science in Computer

Science, minor in Game Design and

Development

EXPECTED MAY 2023

Dean's List: Fall 2018, Spring 2019,

Spring 2020, Fall 2020, Spring 2021

GPA: 3.53

Courses:

- Computer Science I&II: java, python
- Principles of Data Management: PostgreSQL
- Intro to Software Engineering: java
- Mechanics of Programming: C
- Web and Mobile I: HTML/CSS/JS
- Interactive Media Development: C#
- Analysis of Algorithms: python
- Introduction to Cryptography
- Introduction to Computer Graphics: processing, OpenGL
- Introduction to Artificial Intelligence
- Discrete Math for Computing
- Linear Algebra

TECHNICAL SKILLS

- **Computational Skills:** Computer programming, Computational math, Quality Assurance & Testing, Project organization and management, Code documentation, Algorithmic problem solving, Understanding of data structures, Object-oriented design
- **Languages:** Python, Java, C#, C/C++, vanilla.js, node.js, React, HTML/ CSS
- **Software:** MS Visual Studio Code, Unity, Unreal Engine, Photoshop Ubuntu, Asana, Rally, Trello,
- **Tools:** SQL, GraphQL, MongoDB, Git, maven, Tkinter, GCP, Azure, OpenGL
- **Operating Systems:** Windows, Mac, Linux

INTERESTS

- Video Game Development
- Data Management
- Computer Graphics
- Extended Reality
- Quality Assurance
- Sustainability

AWARDS

WiCHacks 2019: Most Financially Viable Hack

WiCHacks 2020: Best Hardware Hack