

CONTACT

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SKILLS

Languages

English
C#
Cg
C++
Java
Python 2.7/3+
Javascript/ES6
CSS
HTML

Software

Unity3D
LATEX
Matlab
Blender
Solidworks
Microsoft Office
Google Drive Services

Frameworks +

OculusVR
Node
NPM
React
Redux
Immutable
AngularJS
Meteor
Galaxy
PouchDB
D3

NOTEABLE COURSES

- Computer Graphics
- Principles and Practice of Assistive Technology
- Creating Video Games
- Game Design

FEMI OLADIPUPO

EDUCATION

Massachusetts Institute of Technology (M.I.T.)

Cambridge, MA

Bachelor of Science in Computer Science and Engineering (6-3)

June 2019

Minor and Concentration in Comparative Media Studies (CMS)

- GPA: 4.7/5.0

EXPERIENCE

MIT Scheller Teacher Education Program

Cambridge, MA

Virtual Reality Developer & Undergraduate Researcher for CLEVR

Jan 2018 - Present

- Developed a 3D virtual cell environment for CLEVR, and created tools to navigate it in VR. This created a more accurate portrayal of cell scale, and helped build more grounded understandings of the anatomy of the cell.
- Developed network functionality for CLEVR, allowing for multi-user collaboration within the cell. This allowed the project to expand testing to multiple users, and improved its viability as a classroom tool.
- Optimized the use of materials and shaders in the project, improving performance.
- Designed procedural generation for organelles in the cell that more accurately replicated their naturally occurring counterparts.

Web Developer for GAMEBLOX

Jun - Aug 2017

- Developed live, multi-user collaboration for STEP Lab's Gameblox. This allowed students and teachers to work together, simultaneously on single projects.
- Converted and refactored parts of Gameblox to use React and Redux. This created a more responsive user experience, and improved the speed of future development.
- Designed and implemented user interface for modifying game object properties.

MIT Media Lab, Viral Communications

Cambridge, MA

Web Developer & Undergraduate Researcher for PUBPUB

Jun - Aug 2016

- Developed server-side analytics routes for PubPub. These analytics were used to track post engagement and informed the design of the project.
- Designed and developed data visualizations for article analytics using React and Redux.

Web Developer & Undergraduate Researcher

Jun - Aug 2015

- Developed an interactive visual data display called Data Tapestry, which pulls data from the Earth Tapestry database and displays it on an interactive map.
- Developed a front-end file management system for PubPub. This system was used to upload research data sets alongside papers and articles.