Femi Oladipupo

femi96@mit.edu | FemiOladipupo.com
(xxx) xxx-xxxx

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
- Relevant Coursework: Computer System Engineering, Computer Graphics, Design and Analysis of Algorithms, Elements of Software Construction, Principles and Practice of Assistive Technology, Creating Video Games, Games and Culture, Game Design, Current Debates in Media, Media Systems and Texts
- About 7 years of side project programming experience

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 date 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 world map.
- Developed a front-end file management system for PubPub. This system was used to upload research data sets alongside papers and articles.

SKILLS

Languages : English, C#, Cg, C++, Java, Python 2.7/3+, Javascript/ES6, HTML, CSS
Software : Matlab, Unity3D, LATEX, Microsoft Office, Google Drive Services, Blender, Solidworks
Frameworks + : OculusVR, Node, NPM, React, Redux, Immutable, AngularJS, Meteor, Galaxy, PouchDB, D3

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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

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