Femi Oladipupo

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Education

MASSACHUSETTS INSTITUTE OF TECHNOLOGY (M.I.T.)   CAMBRIDGE, MA

Candidate for B.S. in Computer Science and Engineering (6-3), GPA: 4.7/5.0   June 2019

- Minor and concentration in Comparative Media Studies (CMS)
- 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 cell environment, and created tools to navigate it in virtual reality for STEP Lab's CLEVR. CLEVR is a project designed to create a learning experience in virtual reality, supported by Oculus and the MIT GameLab. The unique affordances of VR and the environments we created help dispel some of the misconceptions around molecular biology and help build more accurate understandings of the anatomy of the cell.
- Developed networking functionality for CLEVR, allowing for multi-user collaboration within the cell environment. The network allows tablet users to connect to the cell and help a VR explorer navigate and diagnose diseases. This allowed the project to expand testing to groups of multiple users, and has improved the project's viability as a classroom tool.

Web Developer for GAMEBLOX   Jun. - Aug. 2017

- Developed live, multi-user collaboration for STEP Lab's Gameblox. Gameblox is a block-based programming environment, designed for making games online, and teaching programming concepts in a classroom setting. The live collaboration allows students and teachers to work together, simultaneously on a single project.
- Converted and refactored parts of Gameblox to use a react and redux framework. This enabled clean development of live collaboration, as well as improved ease of development for future developers.

MIT MEDIA LAB, VIRAL COMMUNICATIONS   CAMBRIDGE, MA

Web Developer & Undergraduate Researcher for PUBPUB   Jun. - Aug. 2016

- Developed back-end analytics routes and front-end data visualizations for Viral Communication's PubPub. PubPub is an open-source academic publishing platform, similar to Wikipedia or Medium, but designed for research with data-driven functionality. The analytics were used to track post engagement and informed the design of the project.

Web Developer & Undergraduate Researcher   Jun. - Aug. 2015

- Developed an interactive visual data display for Earth Tapestry called Data Tapestry. Earth Tapestry is a project built on the QUANTIFY framework that crowdsources and assigns quantitative qualities to wonders around the globe. Data Tapestry pulls from this data, displaying it on a world map in a way that's visually appealing and informative.
- 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#, 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