

Ife Adeyefa

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EDUCATION

University of Florida

Bachelor of Science in Computer Science

Gainesville, FL

Expected May 2026

- GPA: 3.83, Dean's List
- Relevant Coursework: Data Structures and Algorithms, Operating Systems, Programming Language Concepts, Databases, Computer Organization, Engineering Statistics

TECHNICAL SKILLS

Languages: Java, Python, C++, Javascript, TypeScript, SQL

Frameworks and Tools: Spring Boot, React, Node.js, Flask, Django, Unity, OpenCV, FFmpeg, Git, Docker

Systems and Platforms: PostgreSQL, Oracle, Supabase, CI/CD Pipelines, Linux

Concepts: Data Structures, Algorithms, Distributed Systems, Backend APIs, Interactive Systems

EXPERIENCE

Business Research Intern

April 2022 – July 2022

Johnson and Johnson

Remote

- Performed an in-depth market analysis of Pendulum Therapeutics, a leader in the development and distribution of probiotics and vitamins, as a possible business partner.
- Analysis projected a ten-fold increase in digestive and gastrointestinal therapeutics by the end of the decade.
- Hosted and moderated a webinar with Chelsea Hewitt, the Global Innovation Activation Leader at Johnson & Johnson's JLABS.

UI/UX Intern

July 2022 – September 2022

Comet

Remote

- Examined all aspects of the user interface for their College Applications Task Manager site.
- Provided feedback on all services: ease of registration process, college major exploration tool, college search tool, applications timeline tool, essay review tool/pricing, and more.
- Created and proposed my own wireframe that suggested certain changes in design of the company's website.

PROJECTS

Intelligent Traffic Management Simulator | *Unity, C#, OpenStreetMap, ArcGIS CityEngine*

- Designed and implemented a large scale multi agent traffic simulation in Unity using real world GIS data from OpenStreetMap processed through ArcGIS CityEngine
- Built an automated pipeline to convert GIS road data into navigable Bezier curve based lane graphs
- Implemented hierarchical vehicle navigation using global A star pathfinding combined with local obstacle avoidance
- Developed an adaptive traffic signal controller using a heuristic pain score to dynamically prioritize traffic flow
- Demonstrated significant reductions in congestion and average wait time compared to fixed time control systems

PitchEye - Multi-View Soccer Capture System | *Python, TypeScript, React, FFmpeg, OpenCV, WebRTC, PostgreSQL*

- Developed a distributed system for recording live soccer matches using multiple commodity smartphones operated by different people
- Designed a QR based session workflow enabling devices to join and upload short video clips from the sidelines
- Implemented backend pipelines for clip deduplication, audio based time synchronization using referee whistles, and multi angle timeline stitching
- Built a web viewer supporting full match playback, highlights, camera angle switching, and role based access control

PromptManager - LLM Prompt Browser Extension | *TypeScript, JavaScript, React, Chrome Extensions API*

- Developed a browser extension for managing and reusing LLM prompts across multiple platforms
- Implemented prompt storage, categorization, and editing with a shared codebase across extension and public website