Ife Adeyefa

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EDUCATION

University of Florida   Gainesville, FL
Bachelor of Science in Computer Science   *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

Software Engineer Intern   May 2025 – August 2025
First Citizens Bank   *Raleigh, NC*
- Built and deployed a Spring Boot backend service used in production to automate internal QA workflows across multiple environments
- Integrated Prometheus and Grafana to enable unified observability across 5 internal systems, supporting real-time debugging and incident response

UI/UX Engineering Intern   July 2022 – September 2022
Comet   *Remote*
- Developed and refined React components for Comet's college-planning platform, implementing UX improvements to registration and search workflows based on user feedback and product requirements.
- Collaborated with product and engineering teams to design, test, and deploy UI updates to a live education platform, ensuring usability gains were validated through user testing before production release.
- Implemented frontend changes to Comet's calendar feature, improving session visibility and reducing user friction in tutor availability

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