

IDUNNUOLUWA ADENIJI

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Chicago, Illinois



SUMMARY

Dedicated graduate student researcher with a B.Sc. in Computational Science and Engineering from Kean University and currently pursuing a Ph.D. in Computer Science at UIC. Research interests include scientific visualization, human-computer interaction, and scientific computing, with the goal of developing innovative solutions for interacting with complex datasets.

EDUCATION

University of Illinois at Chicago

PhD in Computer science
2025 - Present

Kean University, Union NJ

Bachelors in Science and Technology
Computational Science and Engineering
2021 - 2024 (Graduated Summa Cum Laude)
Dean's List SP 22 - FA 24

SKILLS

- Programming languages (Java, C++, C#, R, Python)
- Unity engine
- ParaView
- Photography
- Adobe Photoshop
- Maya
- Team player
- Critical thinking & Problem solving

RESEARCH INTEREST

I am interested in scientific data visualization and implementing VR, AR, MR, and gaming engines to create simulations of scientific environments.

ACTIVITIES

- KEAN Research Days 2024 presenter
- KEAN STEM Research Days 2022 & 2024 presenter
- CAAV Conference presenter
- Sandia XR Conference presenter
- ACM Kean chapter member
- Women in Cybersecurity member
- KEAN STEM Scholarship recipient
- Bodzioch Scholarship for Advancement of Science recipient
- Sustainable Research Pathways participant
- National Society of Collegiate Scholars member
- Kean Cougar Volunteer member

PROFESSIONAL EXPERIENCE

Teaching Assistant

University of Illinois at Chicago | Present

- Lead two lab sections for Introduction to Computing and Programming (CS 107)
- Assist students with debugging and problem-solving
- Hold office hours to provide additional support
- Grade project assignments and provide feedback
- Proctor examinations

Student Assistant at Visualization and Immersive Studio for Education and Research (VISER)

Kean University | 2022-2023, 2024- Graduated

- Work alongside the Managing Administrative Assistant
- Display projects using Zignage software
- Handle troubleshooting
- Manage the VISER space
- Design projects to be displayed using Adobe photoshop
- Graphics design

Research Aide

ALCF Visualization team, Argonne National Laboratory | 2024

- Work alongside research mentor
- Collaborate with the HACC cosmology team
- Developed VR interactions for Halo data
- Developed a virtual environment for efficient Data interactions.
- Presented at Sandia XR conference
- Division Poster presentation

Visiting Student researcher

ALCF Visualization team, Argonne National Laboratory | 2023

- Work alongside research mentor
- Vizteam collaboration with scientists
- Co-developed a Particle data timelapse series in Virtual reality.
- Implemented ParaView for data visualization.
- Literature review.

PUBLICATIONS

Using Unity for Scientific Visualization as a Course-based Undergraduate Research Experience