Ife Malomo

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Education

University of Maryland, College Park, ETE Scholars Program (Rising College Freshman, Class of 2026)

Department of Computer Science

River Hill High School, Unweighted GPA: 3.77, Weighted GPA 4.55,

Jump Start Program: Computer Science Track

- Completed 7 college level classes, 6 (Gifted and Talented) level classes, 2 Honors classes and 4 AP classes
- Academic Excellence Award from the Black Elders of Howard County for four consecutive years
- SAT: 99th Percentile Score
- Commendation Letter, National Merit Scholarship 2021-22
- Honor Roll: 9thgrade, 10th grade, 11th grade, Q1-Q2-Q3: 12th grade

Experience

Johns Hopkins University Applied Physics Lab (JHU APL) STEM Academy courses completed 2017-2020

Courses:

Social Network Analysis

- Learned how to measure and map relationships between people, organizations, and groups and use ORA Software for Social Network Analysis (SNA) to uncover patterns by analyzing relationships. Developed an understanding of different types of networks, social network analysis agents, nodes and clusters.
- Social Media Network Analysis research project: Displayed connections between directors and writers of different shows and genres after gathering and analyzing relevant data. Project received recognition as a tool mapping career networks for future artists, writers, and producers at the JHU APL STEM Academy Expo.

Design Thinking:

Learned how to solve real-world, human-centered problems and generate innovative ideas using design thinking.
 Participated in design thinking projects that taught creative thinking, teamwork, empathy, problem definition, concept creation, prototyping and testing.

MATLAB 1:

• Learned how to code with MATLAB Software, combining math, graphics, and programming to manipulate data, design simulations, and create both 2D (2- Dimension) and 3D (3-Dimension) graphs. Gained hands-on experience with arrays, conditionals, loops, functions, and plotting.

Python:

• Learned the basics of programming computers using Python, including how to write more efficient code by using loops as shortcuts, and how to apply computer resources to real-world problems.

Unity Software:

• Learned how to create 2D and 3D video games using the Unity platform and program projects using C sharp. Learned how to create 3D objects and sound effects.

Cybersecurity:

Learned how to detect and manage basic network security threats, and how encryption works to protect privacy.
 Gained an understanding of cybersecurity concepts including scripting in Bash and Python programming languages.

Public Speaking:

• Learned how to deliver powerful speeches in school presentations, interviews, and speaking to groups. Developed and improved verbal communication, active listening, and presentation skills.

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Johns Hopkins Applied Physics Lab (JHU APL STEM Academy Program) • 2020 to 2021 • Maryland, USA

Air Missile & Defense Department Intern

• Paired with APL staff mentor to complete computer programming projects and solve software problems. Learned to apply crucial technical and interpersonal skills in a hands-on, professional environment.

- Developed online calculator for translating electrical standards.
- Produced an Engineering Paper describing the software development process for the online calculator.

WellbeingXP • July 2021 to August 2021 • Columbia, MD

Intern

- Utilized analytical and creative abilities to design applications focused on creating financial equity for employees working in locations with high-cost living.
- Participated in brainstorming meetings with senior leadership to facilitate product development processes.

Youth Entrepreneurship Program (YEP) JHDC • Summer 2020 to Summer 2021 • Silver Spring, Maryland https://www.youthentrepreneursprogram.com/

Co-founder | Teaching Assistant

- Devised and implemented training initiatives to teach basic Business Plan Development to students aged 11-18.
 Co-designed a student-centered and innovative curriculum to promote learning and increase student performance.
- Guided students on start-up ventures and supported the development of 4 technology-driven tech start-ups.
- Evaluated student assessments on Kahoot! to measure and recognize exceptional performance.
- Selected as ambassador to represent YEP at the Great Place To Study conference in March 2022 to provide student voice on the development of applications for student wellbeing in schools
- Impact: Program sponsor, ChurchPad.com adopted the content and curriculum of the YEP program as its Youth Empowerment module. The content of the YEP program would now empower the youth programs of 500+ churches in the US, UK, Canada, and Nigeria.

Extra-Curricular Activities:

- Black Girls Code- Python programming
- Cybersecurity course, University of Maryland
- Stage Crew volunteer. Helped with painting sets for three productions:
 - Legally Blonde 2019
 - The Complete History of Theater: Abridged 2021
 - o Matilda the Musical 2022
- Artist/Participant, Art Fight (artfight.net). Created and shared art with other artists globally to gain points in an annual art trading game.
- Environment and Climate Change initiatives, River Hill High School-2019
- Dale Carnegie Leadership Training- River Hill High School
- River Hill High School Web development Club. Learned and applied HTML, CSS, jQuery and Javascript for the creation of multiple websites.
- Volunteer Work: Distributed winter coats and food to homeless for Thanksgiving in Washington DC and distributed food during COVID in Howard County, Maryland (Summer 2020).