Patricia Jadesola Bejide

jadebejide@gmail.com linkedin.com/in/jadesolabejide github.com/jade-bejide

Education

University of Bristol (2021 - 2024)
Bsc. Computer Science
Year 1 Term 1 - First Class (74%)

St Paul's Catholic School (2014-2021)
(2019-2021) **A Levels**: Computer Science (**A***); Mathematics (**A***); Business (**A***); AS Further Mathematics (**A**); EPQ (**A**)
(2017 - 2019) **GCSEs**: A^9999998887 (including Mathematics, Further Mathematics, English Language and English Literature)

Skills

Programming Languages Python, Java, SQL, C, Haskell, JavaScript, C++
Tools SQLite, MySQL, Git, MongoDB, FastAPI, ReactJS, Spring Boot

Experience, Honours and Awards

Bristol Computer Science Society Treasurer (May 2022 - Present)
- Preparing and authorising a range of financial documents such as invoices, balance sheets and income statements.
- Budgeting effectively to manage committee funds whilst liaising with the President and Vice President.
- Collaborating with other committee members in meetings to delegate roles and report the committee's financial health.

Amazon Discover: Spring Technology Insights (April 2022)
- Participated in a 3 day virtual Spring Week.
- Collaborated in a seven member smaller group, mentored by a Junior developer.
- Pair programmed with a peer in several short-burst rounds, code reviewed by our mentor in between rounds whilst learning the importance of clean, maintainable code.
- Problem solved a series of challenges including implementing cache replacement policies for a weather app (written in Python) dependent on frequent HTTP requests.

Computer Science Widening Participation Mentor (2020-Present)
- Started a YouTube channel to promote Computer Science as a subject, this includes Coding tutorials and tips on how to get into the subject.
- Mentored Year 12/13s by providing free advice and personal statement reviews for a degree in Computer Science.

Belcan IT Work Experience (2019)
- Worked on a project to design various solutions to create more transparent communications between Belcan and its customers regarding audit trails and e-Signatures.
- Delivered a presentation proposing the solutions to the IT Director.
- Coded back-end software application using Python which allows both parties to create user accounts to modify CSV files externally from Microsoft Excel. Used flowchart algorithms to present.

Patricia Jadesola Bejide

jadebejide@gmail.com linkedin.com/in/jadesolabejide github.com/jade-bejide

Projects

Ephm3ral Music API & Music Recommender System (March 2022 - Present)

- Designed and implemented a light-weight Music REST API which acts as a Facade to the existing spotipy API which allows developers to build music applications with ease
- Technology stack used is Python with FastAPI and MySQL as the database.

Social Recommender System (2020-2021)

- Designed a movie recommender system using data from the IMDb database.
- Exploited a form of collaborative filtering where nearest neighbours where restricted based on who a user follows to produce recommendations.
- Coded in Python and data stored using a remote MySQL database.
- Written in Object Oriented Paradigm and programmed with an agile development process.

Competitions

BDSSxLV Datathon (March 2022)

- Won second place (Innovation and Explainability Prize) as a team of 5 with a model score of 0.9558
- Designed a binary classifier that used a training model of whether a customer received caravan insurance, written in Python and presented using Jupyter Notebook.
- Utilised feature engineering and linear regression to classify the unlabelled data set.

CSSxBoeing Hackathon 2022 (February 2022)

- Participated in the 24 hour hackathon as a team of 4.
- Built a vegan delivery service with a MongoDB, node.js, Express, Redux and React tech stack.
- Quality assured React components and provided UX content.
- Designed a database which stored entity details enabling my other team members to load the data into the webapp using redux states.
- Programmed JavaScript code to allow for the iterative posting of data from user input into the database, POST handled by a REST API.

Coursework

Object Oriented Programming (Scotland Yard) - 84%

- Modelled the board game Scotland Yard in Java as part of a pair programming project.
- Used the strategy pattern to implement AIs for the protagonists and antagonist, using Minimax with Dijkstra's algorithms as an example heuristic.
- Streamlined AI runtime using alpha-beta pruning and weights.
- Other strategy patterns used involved the Observer, Visitor and Facade.
- Designed low coupled classes which allowed us to test the methods of each concrete AI class independent of recursive calls from the Minimax implementation.
- Noted by markers as 'exemplary… near unbeatable-AI' with 'sophisticated tests for everything'

Imperative Programming (Sketch) - 77%

- Designed and implemented an image file conversion program in C using 2D run length encoding.
- Assured the correctness of the program by implementing a range of unit tests to test normal and edge cases.