Tayo Amuneke

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EDUCATION

Stony Brook University   **Stony Brook, New York**
Bachelor of Science in Computer Science, December 2018
Selected Coursework: Data Structures and Algorithms, Algorithm Analysis, Principles of Database Design, Computer
Architecture I & II, Cloud Computing, Wireless Communication

Borough of Manhattan Community College   **New York, New York**
Associate of Science in Computer Science, May 2016, GPA 3.83/4.0
Awards/Honors: Dean's List   January 2015 - May 2016
Foundation Scholarship Recipient   January 2016 - May 2016
LSAMP Scholarship   May 2016 - August 2016
First Runner Up: Code in R Competition   May 2016

TECHNICAL SKILLS

Programming Languages: Java (Expert), C (Proficient), Python (Proficient), JavaScript (Proficient)
Framework and Tools: NodeJS, ReactJS, MongoDB, RabbitMQ, Docker, IntelliJ, Unity 3D, Robot Framework,
Git, MySQL, Firebase

PUBLICATIONS

- Amuneke, T., Tang, H. PhD, Lantigua, J, Zou, H. (2017). Indoor Map Learning for the Visually Impaired. *Journal on Technology and Persons with Disabilities (*Volume 5).

EXPERIENCE

Atlassian Inc. (Trello Team)   **Software Engineering Intern**   *June 2018 - August 2018*
- Utilized SparkPost webhook API and the Token Bucket algorithm to provide near real-time blacklisting of spam accounts
- Sped up the processing of 10 Million+ Trello boards using complex MongoDB Aggregation queries.
- Provided a mechanism to deactivate, view and reinstate abusive accounts that facilitated easy abuse management.
- Used Naive Bayes classifier to improve spam detection with 92% accuracy
- Awarded 2nd place in US-wide Atlassian Internship Hackathon (ShipIt)

Zebra Technologies   **Software Engineering Intern**   *June 2017 - August 2017*
- Built a system to conduct a detailed automated battery test for detection of hardware and software issues
- Developed a Python client to interact with the Android app through ADB, UI Automator, and TCP/IP connection
- Used open-source Robot Framework to display results and generate standardized test reports that improved testing time by 4000%

Stony Brook University   **Teaching Assistant (Data Structures and Algorithms)**   *January 2017 - May 2017*
- Explained challenging Data Structures and Algorithm concepts to 33 students in an intermediate level course
- Held office hours, administered Android development trainings, and common algorithm practice sessions

Borough of Manhattan CC   **Undergraduate Research Assistant**   *January 2016 - August 2016*
- Integrated Unity 3D and Android Studio development engines to access platform specific features
- Made use of Text-To-Speech, and Navigation Components of Unity 3D Game Engine
- Coordinated with fellow Research Assistants on design improvements and record keeping

PROJECTS

Spatial Knowledge Acquisition Application   **Team Lead and Android Developer**   *May 2015 - August 2016*
- Utilized JSON generated maps and A* pathfinding algorithm to develop the UI/UX for mobile app that teaches the visually impaired how to navigate indoor buildings.
- Integrated Android Studio and Unity 3D to produce robust android application with platform specific features

LEADERSHIP AND VOLUNTEER EXPERIENCE

- INROADS participant   *September 2016 - Present*
- Treasurer for Artificial Intelligence Club at Borough of Manhattan CC   *January 2016 - May 2016*