Tayo Amuneke

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Current Address:

13 North Coleman Road Centereach, New York 11720 Permanent Address: 240-12 Caney Road Rosedale, New York 11422

EDUCATION:

Stony Brook University, Stony Brook, New York

Bachelor of Science in Computer Science, December 2018.

Selected Coursework: Data Structures and Algorithms, Algorithm Analysis, Principle of Database Design, Computer Architecture I & II, Linear Algebra, Theory of Computation, Survey of Probability and Statistics.

Borough of Manhattan Community College, New York, New York

Associate of Science in Computer Science, May 2016, GPA 3.83/4.0

Awards/Honors: Deans 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), C#(Proficient), JavaScript(Proficient).

Framework and Tools: Robot Framework, NodeJS, ReactJS, MongoDB, R Studio, Android Studio, XCode, IntelliJ, Unity 3D, Moqups, Cit MySOL Firebase

Git, MySQL, Firebase.

Operating Systems: Windows OS, GNU/Linux(Ubuntu), Mac OS.

PUBLICATION:

• 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:

Zebra Technologies

Software Engineering Intern

June 2017- August 2017

- Built a system to conduct a detailed automated battery test to detect hardware and software issues.
- Developed a python client to interact with the android app in device through ADB, UI Automator, and TCP/IP connection.
- Used open source Robot Framework to display results and generate standardized test reports.

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 questions outside of office hours.

Borough of Manhattan Community College Undergraduate Research Assistant

January 2016 – August 2016

- Integrated Unity 3D and Android Studio development engines to access platform specific features.
- Used Text-To-Speech and Navigation Components of Unity 3D Game Engine.
- Coordinated with fellow Research Assistants on improvements to the current design and kept record of day to day tasks.

New York City Human Resources Administration Information Technology Intern

September 2015 - May 2016

- Assisted the Project Managers with tasks related to system design, development, testing and deployment.
- Created process flow diagrams, attended meetings and logged notes while preparing testing processes.

PROJECTS:

Spatial Knowledge Acquisition Application Team Lead and Android Developer

May 2015 - August 2016

- Developed the user interface model and experience for the mobile application that teaches the visually impaired how to navigate indoor buildings using JSON generated maps and A* pathfinding algorithm.
- Integrated Android Studio and Unity 3D to produce one 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