Michael Femi-Lawal

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CAREER PROFILE

Passionate Computer Science candidate specializing in Software Engineering, leveraging expertise in development, collaboration, and best practices to swiftly resolve software issues, enhance operational efficiency, and drive future system upgrades. A proven team player and leader known for effective communication and multitasking skills.

EDUCATION

BAYLOR UNIVERSITY - Waco, TX **May 2026**
Bachelor of Science in Computer Science

Web Technologies: JavaScript, HTML & CSS
Programming Languages: C++, Python
Proprietary Software: XCode, VS Code, CLion
Operating Systems: Mac OS X, Windows
Graphic Design Software: Adobe Photoshop, Adobe Illustrator
Relevant Coursework: Data Structures, Intro to Computer Systems, Algorithms

EXPERIENCE

SCALE AI - Dallas, TX **February 2024 - Current**

AI Consultant

- Led the enhancement of AI models by analyzing interactions and providing detailed feedback on conversations and code, pinpointing discrepancies and opportunities to refine accuracy and performance, while optimizing training processes to advance dialogues and overall AI functionality.
- Refined AI-generated algorithms by meticulously modifying code to boost precision and functionality; when faced with inoperative code, completely overhauled the script to demonstrate and inculcate the correct algorithmic structure to the AI, significantly improving learning outcomes and future code generation reliability.

PROJECTS

REAL TIME BATCH OPERATING SYSTEM - Waco, TX **December 2023**

- Developed a program, capable of managing and scheduling processes with real-time constraints using FIFO, Shortest-first, and Earliest-deadline-first strategies.
- Designed and implemented a priority queue system to efficiently handle process operations based on unique IDs, submission times, durations, and deadlines.
- Ensured dynamic process scheduling and prioritization, resulting in a robust simulation of batch operating systems with detailed input and output specifications.

NETWORK BROADCASTING PROGRAM - Waco, TX **November 2023**

- Engineered a Network Broadcasting Program to enhance internet-based TV distribution, applying graph theory and algorithmic optimizations in C++, resulting in a directed graph model of interconnected network nodes.
- Implemented features for identifying optimal server nodes to minimize transmission delays and analyzing directional connections, providing efficient server configurations for network planning.
- Created a strategic tool for network administrators to achieve minimal delay in content distribution, outputting the most efficient server setup to facilitate optimal network performance.

BREADTH FIRST SEARCH WORD MELT SOLVER - Waco, TX **September 2023**

- Crafted a Maze Solver application in C++ using maps, queues, and stacks to strategically navigate and solve complex mazes with efficient pathfinding algorithms.
- Incorporated an ArrayQueue for frontier management and a path-tracking map, allowing for accurate identification of viable routes through the maze.
- Designed the solver with an iterative method for exploration and backtracking, providing users with a visual representation of the solution or an indication when no solution exists.

SNAKE GAME - Waco, TX **December 2022**

- Co-developed an interactive snake game with dynamic growth mechanics, enhancing user engagement by incorporating player interactions and random Apple generation.
- Presented the completed game project to the class professor as part of a team, showcasing effective teamwork and project management skills in a collaborative setting.