

Oluwaniifemi "NF" Emmanuel

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EDUCATION

Minerva University

Bachelor of Science, Computer Science & Artificial Intelligence

San Francisco, CA

Sep 2023 – May 2027

- Relevant Coursework: Data Structures & Algorithms, Formal Analysis, Complex Systems, Linear Algebra

EXPERIENCE

Process Optimization Intern, UL Solutions

May 2025 – Aug 2025

Fremont, CA

- Collaborated with cross-functional engineering team to integrate Python automation scripts, reducing test data errors by 50% across product lines
- Analyzed workflow data using statistical methods and visualization libraries to identify process bottlenecks, presenting findings to stakeholders
- Redesigned operational workflows reducing project timelines by 3 weeks, achieving \$XM+ in cost savings through systematic process optimization
- Implemented validation protocols ensuring regulatory compliance across 200+ technical procedures, coordinating with QA and compliance teams

Product Builder, Google Academic Collaboration

Sep 2023 – May 2024

San Francisco, CA

- Developed 4 product features for Google Photos platform, collaborating with 5-person cross-functional engineering team through full development cycle
- Built interactive Figma prototypes and conducted quantitative analysis on user behavior from 50+ participant studies, iterating based on feedback
- Improved user engagement by 40% through data-driven A/B testing frameworks and systematic feature validation methodologies
- Analyzed engagement metrics and implemented testing strategies to validate feature performance improvements against success criteria

Cybersecurity Risk Assessment Analyst, Proficient Dynamics LLC

Jun 2024 – Jul 2024

Cranston, RI

- Developed comprehensive risk assessment frameworks and technical documentation for enterprise security systems serving multiple stakeholders
- Created cybersecurity roadmaps across 20 security domains through systematic analysis, stakeholder interviews, and technical specifications
- Designed training materials translating complex security concepts into actionable technical recommendations for cross-functional teams

TECHNICAL PROJECTS

Game Night - Multiplayer Web App | *React, PWA, Product Design, Vercel*

- Designed and shipped multiplayer party game platform with installable PWA supporting 3+ concurrent players
- Conducted iterative user testing with friend groups to refine game mechanics and onboarding flow
- Defined product roadmap balancing local gameplay deployment with future multiplayer architecture

ProofScript - Domain-Specific Language | *Language Design, Python, System Architecture*

- Architected DSL for algorithm verification targeting CS students through user research and validation
- Designed Turing-complete language with safety constraints using input-based execution limits
- Built 6-week roadmap prioritizing MVP features before advanced verification capabilities

Claude Branch Tracker - Chrome Extension | *System Design, Multi-Platform Architecture, UI/UX*

- Designed conversation visualization system for LLM platforms with comprehensive architecture documentation
- Developed phased rollout strategy from single-platform prototype to multi-platform support (ChatGPT, Gemini)
- Created interaction patterns and accessibility specifications for sidebar UI and tree visualization

TECHNICAL SKILLS

Product & Design: Figma, System Design, User Research, Product Roadmapping, A/B Testing, Requirements Gathering

Technical Implementation: Python, JavaScript, React, Kotlin, SQL, REST APIs, Git/GitHub, CI/CD, Chrome Extensions

Frameworks & Tools: Agile Development, Data Analysis, Process Optimization, Cross-Functional Collaboration