

# OMODOLAPO OLABANJI

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## EDUCATION

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### Indiana University Bloomington

January 2022 – December 2025

*Bachelor of Computer Science*

**CGPA: 3.8/ 4.0**

**Awards:** Luddy School of Informatics **Dean's List (Recipient: 2022 & 2023)**, Hudson and Holland Scholar.

**Relevant Coursework:** Data Structures, Applied Algorithms, Discrete Mathematics, Object Oriented Programming, Object Oriented Design, Object Oriented Software Methods, Linear Algebra, Informatics, Game Development and Design.

## EXPERIENCE

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### Indiana University Bloomington

August 2023 - Present

*Undergraduate Instructor – Informatics | 101 HTML, CSS, Data Visualization, Python, Adobe XD, Microsoft Excel*

- Orchestrated lab sessions of **32** students teaching rudimentary informatics modules.
- Collaborated with the course Lecturer in assessing student performance and grading deliverables.
- Fostered students' comprehension by supplementing lectures with study sessions.

## PROJECTS

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**AI-Flashcard** | *OpenCV, OpenAI API, Pytesseract OCR, Flask, MongoDB, REST Apis*

January 2024

*Full Stack WebApp*

- Detected and parsed characters from students' notes using **OpenCV** image manipulation and **OCR** software increasing detection accuracy by 89%.
- Leveraged **OpenAI's GPT-3.5-Turbo** to create relevant flashcard prompts and utilized a **MongoDB** database for flashcard storage.
- Handled user sessions, authentication, and registration using **Flask's WTForms**.
- Optimized backend processes by implementing **RESTful APIs**.

**"Worddoodle" Wordle Clone** | *Unity, C#, APIs, CanvaAI, Newtonsoft.JSON*

September 2023

*Game Development*

- Developed a Wordle game clone in **Unity** with a visually appealing and engaging environment providing an enjoyable player experience.
- Integrated **API** functionality for making get requests within **coroutines** to validate user input and generate winning words.
- Deployed game project for public availability to a pool of **70M+** users by hosting on **itch.io**.

## TECHNICAL SKILLS

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**Languages:** Python, Java, HTML/CSS, C, C#, JavaScript, SQL, TypeScript

**Technologies / Tools:** Git, PostMan, REST, Unix, Unity, Adobe XD, Microsoft Excel

**Libraries/ Frameworks:** ReactJS, Java.Swing, Junit, Flask, BootStrap, SpringBoot.

**Concepts:** Software Development, Unit Tests, Game Development, Problem Solving, Algorithms, Graphical User Interface (GUI), Full Stack Development, Critical Thinking.