



Temiloluwa “Temi” Akinselure

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EDUCATION

ROSE-HULMAN INSTITUTE OF TECHNOLOGY

Bachelor of Science

Major in Computer Science; Minor in Data Science

Terre Haute, IN

Expected May 2026

SKILLS & ACTIVITIES

Languages and Technologies: C#, Java, HTML, CSS, JavaScript, SQL, Python, Ruby, NextJS, C, Verilog, React

Development Skills/Tools: TDD, Git, Microsoft Azure, Eclipse IDE, Unit Testing, Firebase, Quartus, ModelSim

Activities: African Student Union President, Soccer Club Treasurer, NSBE Academic Excellence Chair, Noblitt Scholar Mentor

WORK EXPERIENCE

Nordson Corporation

Software Engineering Intern

Minneapolis, MN

Jun 2025 – August 2025

- Enhanced the PSXViewer UI by adding a real-time progress bar to visualize the device's self-diagnosis phase, improving usability and transparency in system checks
- Designed and developed automated smoke test suites for multiple WaferSense devices (AMS, AVLS, APS, ATS2, AVS), increasing test coverage and enabling early detection of hardware and sensor faults in the QA pipeline
- Integrated PiGcs motion controller with the Confocal Device, leverage technical documentation to refine movement control and achieve smoother, more reliable device operation.
- Strengthened debugging, troubleshooting, and hardware-software integration skills while contributing to improvements in legacy codebases and working across complex embedded systems.

Distrobird

Software Engineering Intern

Washington, DC

Jun 2024 – August 2024

- Designed and implemented new features for the Directory of Companies using NextJS for front-end and Ruby on Rails API for back-end developments
- Worked closely with a fellow intern to design a secure database table that enabled companies to request and track data changes
- Actively participated in daily standups, working closely with senior engineers to translate requirements into technical specifications and new features

RELEVANT COURSEWORK & PROJECTS

- | | | |
|--------------------------------|-----------------------------------|--------------------------|
| • Object-Oriented Development | • Database Systems | • Machine Learning |
| • Web Development | • Software Requirements | • Discrete Math |
| • Data Structures & Algorithms | • Design & Analysis of Algorithms | • Engineering Statistics |
| | • Software Design | • Senior Capstone |

EPL Match Outcome Prediction | Python, Pandas

April – May 2025

- Built a machine learning pipeline to predict English Premier League match outcomes, using historical match data and engineered features such as team form and performance parity
- Focused on binary classification (Win vs Loss) to improve predictive accuracy, achieving a peak accuracy of 66.2% using logistic regression with a tuned confidence threshold.
- Engineered custom features for predicting draws, including metrics like similar rank, recent goal difference, and defensive tendencies, improving draw recall to 28.6%.
- Evaluated and compared models including Random Forest, Gradient Boosting, and KNN, as well as used SHAP values for feature impact analysis

NBA Over Under Predictor | HTML, CSS, JavaScript, SQL, Python

Nov 2023 – Feb 2024

- Developed a full-stack website that allows for users to predict whether a player or team will achieve above or below a certain statistic based on an algorithm I created
- Utilized SQL stored procedures and queries to manage and secure user data creating a secure user experience
- Integrated Python for backend logic to analyze statistical data and generate predictive insights

Virtual Closet | HTML, CSS, JavaScript, Firebase

Aug - Nov 2023

- Created a full-stack web application that allows users to curate outfits digitally using CRUD operations
- Integrated real-time weather data APIs to suggest appropriate attire choices based on current weather conditions