

# STEPHEN SYL-AKINWALE

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## EDUCATION

### Cornell University

Ithaca, NY

*Bachelor of Arts in Information Science (Concentration in Data Science, Interactive Technology and User Experience)* May 2025

- Relevant Coursework: Computing using Python, Object-Oriented Programming & Data Structures, Functional Programming, Data Visualization, Rapid Prototyping, Learning Analytics, Data-Driven Web Development

## EXPERIENCE

### Co-President

May 2021 – Sep. 2025

*Cornell Music Production*

Ithaca, NY

- Automated event scheduling workflows with **Airtable**, boosting event coordination efficiency by 40%.
- Directed marketing and recruitment campaigns, expanding active membership from **27 to 270+** students.
- Materialized Club members visions to produce **3 multi-genre Albums** to launch across licensing platforms.

### System Support Intern & Systems Helpdesk

Sep. 2023 – May 2025

*eCornell*

Remote / Ithaca, NY

- Provided front-line technical support for 5,000+ global users, resolving 95% of tickets within SLA through **Jamf, Google Admin, Salesforce**, and TDX.
- Analyzed crash patterns, optimized system uptime by 18%, and reduced ticket backlog by 22% through automation of SQL database queries and Excel-based reporting dashboards.
- Collaborated cross-functionally to improve onboarding workflows, decreasing average new-user setup time by 30%.
- Delivered in-person and remote desktop support across Windows, macOS, and mobile platforms, improving end-user satisfaction ratings.

## PROJECTS

### CURide – Community Ridesharing Platform | *Figma, Balsamiq, Google Sheets, UX Research, Agile*

Oct. 2024 – Dec. 2024

- Designed and prototyped a Cornell-focused ridesharing app to enhance affordability, sustainability, and convenience for student commuting, projecting a potential 25% reduction in solo car trips.
- Created low-fidelity wireframes in **Balsamiq** and high-fidelity prototypes in **Figma**, improving task completion rate by 33% after usability testing with 10 participants.
- Implemented key UX enhancements, clear role selection, in-app messaging, and pending ride management aligned with **Nielsen's heuristics** and **Gestalt principles**, reducing user navigation errors by 40%.

### Blockopoly – Online Multiplayer Digital Card Game | *React, TypeScript, Kotlin, Ktor, Redis, Docker, AWS*

Jun. 2025 – Present

- Architected a full-stack real-time multiplayer game inspired by Monopoly Deal, supporting concurrent player sessions, sprint planning, Git workflows, and pull request reviews across collaborators, balancing feature deliveries
- Developed a scalable backend using **Kotlin** and **Ktor**, integrating **Redis** for ephemeral game state storage and pub/sub messaging.
- Implemented real-time communication with **Server-Sent Events (SSE)**, eliminating client polling and enabling low-latency updates across all players.
- Built a responsive frontend in **React** and **TypeScript**, including animated card interactions, property set management, and drag-and-drop gameplay mechanics.

### NBA Shot Trends Analysis – 3D Court Visualization | *R, tidyverse, ggplot2, Quarto, GitHub*

Feb. 2025 – May 2025

- Analyzed 300k+ NBA shot records (2003–2023) to identify spatial and temporal trends in shot selection, with a focused comparison on Stephen Curry's prime seasons (2014–2019).
- Engineered new field-goal metrics and mapped `loc_x/loc_y` coordinates to court zones using **tidyverse**; cleaned and transformed high-volume data for season-by-season analysis.
- Delivered a fully reproducible GitHub workflow with organized folders, documented code, and an instructor-reviewed report and presentation communicating key statistical findings.

## TECHNICAL SKILLS

**Programming Languages:** Python, Java, JavaScript, Go, C++, OCaml, R

**Databases:** PostgreSQL, SQLite

**Web / Software:** React Native, HTML, CSS, GRPC, Git, MERN Stack

**Tools & Platforms:** Jamf, Salesforce, Google Admin, TDX