

Oluwatobiloba Abidoye

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EDUCATION

University Of Maryland Baltimore County - *Cumulative GPA: 3.6*

Baltimore, MD

Major: Bachelor of Science, Computer Science

Expected Graduation: June 2026

Scholarships: UMBC True grit scholarship.

Relevant Coursework: Calculus 1, Intro to computer science, object-oriented programming, data structures, discrete mathematics, Calculus 2.

EXPERIENCE

American Pool

Baltimore, MD

Lifeguard

July 2021 – Present

- I was required to interact with swimmers at various public pools to ensure safety.
- Used my experience learning CPR / AED to ensure swimmer safety.
- Used decision making skills to decide the best course of action in difficult interactions with swimmers.

UMBC

Baltimore, MD

Campus Life Ambassador

October 2021 – Present

- Led small team of students to help run the university commons and keep it organized.
- Ensured safety of the building by looking for any potential hazards.
- Used my people skills to navigate social interactions with difficult patrons.
- Proactively address any issues or concerns raised by students, faculty, or visitors, promptly finding appropriate solutions to ensure their needs are met effectively.
- Actively participate in campus events and activities, contributing to the vibrant and inclusive community spirit at UMBC.

Caves Valley Golf Club

Baltimore, MD

Busser

February 2021– July 2021

- I was required to multitask serving tables and attending to the different needs of the Golf club.
- Helped organize the kitchen after the closing.
- Displayed a strong work ethic and a willingness to go above and beyond to meet the club's service standards.
- Adapted quickly to high-pressure situations, ensuring prompt and accurate service during busy times.

Projects and programming experience

Computer: Python, C++, Microsoft word, Excel, React JS

Language: intermediate proficiency in Yoruba

Interests: Engineering, Mathematics, Programming, Social issues, Teaching and Writing

Personal Projects:

1. **Zelda Minigame Backend (C++):** Used pointers, linked lists, dynamic memory allocation, inheritance, and polymorphism to build a zelda minigame. You start out as Link, and you are given a random weapon to start. Using that weapon, you defeat enemies to earn rupees which you can use to upgrade your weapon and eventually become unbeatable.
2. **Workout Manager Backend (C++):** Used pointers, linked Lists, vectors, arrays, and dynamic memory allocation to build a linked list of workout objects. The workout objects, contain information about the workout such as the number of reps, the weight of the machine, and the day of the workout. The Manager was well received by users gaining an average rating of 4.5/5 stars.
3. **Communication Database Backend (C++):** Used pointers, a templated linked list, vectors, and dynamic memory allocation to build the backend of a Communication Database application. The application keeps track of who messages are sent to, who the messages come from and the dates the messages are sent. The database also gives you the ability to view this information on an individual basis.