

OLUWATODIMU ADEGOKE

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SUMMARY

Driven computer science student proficient in Python, C++, and web technologies. Seeking a software engineering internship to apply skills in data structures and algorithms while contributing to innovative projects.

EDUCATION

Alabama State University, Montgomery, AL
Bachelor of Science in Computer Science, Expected Graduation: May 2027
GPA: 4.0 | **Honors/Awards:** 2024, 2025 Dean's List
Relevant coursework: Data Structures and Algorithms, Software Engineering II, Object-Oriented Programming

SKILLS & CERTIFICATIONS

Programming: Python, C++, C, React Native, SQLite, Javascript, Node.js, Express.js, MongoDB, Next.js, Flask
Tools: VSCode, Microsoft Office, Blender, Solidworks, Slack, Google Workspace, Unit Testing, Test-driven Development
Certifications / Operating Systems: Linux Foundation Certified System Administrator, Linux, Windows

RELEVANT EXPERIENCE

Qualcomm - Embedded Engineering Intern | Santa Clara, CA May 2025 - August 2025

- Increased automated unit test functional coverage to over 90% on targeted C/C++ modules and improved decision/condition coverage by up to 94%, by developing and integrating AI-assisted test generation workflows.
- Reduced manual effort in C/C++ test development by approximately 50% while expanding code coverage, achieved through leveraging large language models and automation tools for both test case creation and analysis.
- Supported the bring-up phase of next-generation wireless devices by setting up lab equipment (such as MTPs, light switches, and attenuators) and performing software installations to ensure seamless integration and operation.

Alabama A&M University - Research Intern | Huntsville, AL May 2024 – July 2024

- Contributed to academic paper publication by developing a multilayer perceptron neural network that modeled fatal road traffic crashes with 89.39% accuracy, utilizing SPSS for data interpretation and Excel for error metric evaluation.
- Independently analyzed a dataset of 250 traffic incidents, optimizing model configuration to achieve 95% accuracy, which validated team findings and strengthened the overall research approach.

PROJECTS/HACKATHONS

Mom Care – Developer | Flutter, FlutterFlow, Firebase

- Won 1st place out of 10 teams at the Alabama Collective Pitch and App Build Competition by developing a maternal healthcare app with virtual consultations, community support, and medication scanning.
- Enhanced user experience across 5+ core features by designing and implementing responsive UIs in Flutter/FlutterFlow, enabling real-time access to care and resources for expectant mothers.

BeSmart Hackathon – Backend Developer | Node.js, Zillow API, Google Gemini, Express.js

- Improved API response time by 40% and enhanced recommendation accuracy by pre-processing financial data before sending requests to Google Gemini.
- Enabled seamless and personalized home recommendations by integrating Zillow and Google Gemini APIs, optimizing data retrieval and analysis for better user decision-making.

Tetris Game - Game Developer | C++ and Raylib library.

- Developed a Tetris game using C++ and the Raylib library, emphasizing object-oriented programming principles and implementing classical gameplay mechanics
- Implemented advanced gameplay features such as line clearing with combo scoring, randomised piece generation, and a level-based speed system, resulting in a polished Tetris clone that maintained smooth 60 FPS gameplay.

ORGANIZATIONS & AFFILIATIONS

NSBE - Secretary, 2025/2026 • ColorStack, Oct 2023 – Present • ISA, January 2024 - Present