

Oluwateniola “Teni” Adegbite

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Education

Ontario Tech University 2022 – Expected June 2027
Bachelor of Computer Science; Digital Media Specialization with a minor in Sustainability studies
Relevant Coursework: Computer Architecture, AI and Machine Learning, Software Development, Software Quality Assurance, Human Computer Interaction, Mobile Devices, Digital Media and Computer Graphics

Technical Skills

Programming Languages: Python, C++, C (sharp), Java, JavaScript, Dart
Frameworks & Tools: Unity, Flutter, sqflite, Firestore, Git/GitHub, Firebase, Visual Studio, Android Studio, Adobe Creative Suite, Figma, IntelliJ
Database Technologies: SQLite, Firebase (cloud storage, authentication) **Game Development:** Unity (2D/3D), Godot, RPG Mechanics, Point-and-Click Systems, AI Programming, Shader Programming, AR/VR Integration **Web Development:** HTML, CSS, JavaScript, Next.js, Node.js, jQuery, Responsive UI Design, RESTful APIs, API Endpoints (Java), CORS Implementation **Other Skills:** Version Control (Git), Debugging, Agile Development (Trello, Jira, XP Programming, task prioritization, code reviews, check-in meetings), Object-Oriented Programming (OOP), UI/UX Design, Technical Documentation, FFMPEG (media processing)

Work Experience

Programmer	<i>Ontario Tech University Robomaster “Ridgebots”</i>	<i>2024 – 2025</i>
• Programmed robot movement systems for motion and control. • Assisted in developing machine learning algorithms for targeting. • Contributed to autonomous system design for a fully autonomous sentry robot. • Collaborated with cross-functional subteams to ensure system integration.		
Customer Care Associate	<i>Pedalheads</i>	<i>2023 – 2024</i>
• Managed client relationships to maximize retention and identify upsell opportunities. • Aligned company services with client needs and goals.		

Projects

Full-Stack To-Do List Application	<i>JavaScript, Java, HTML, CSS, API Endpoints, CORS</i>	<i>2024</i>
• Designed and implemented a collaborative CRUD-based web application with user authentication, task creation, categorization, and responsive UI. • Developed both frontend (HTML/CSS, JavaScript) and backend (Java API endpoints, CORS) components, ensuring seamless data persistence and user experience. • Utilized Agile methodologies (Trello, Jira, code reviews, check-in meetings) to deliver features on schedule and support team collaboration.		
Travel Diary Mobile App	<i>Flutter, Firebase, sqflite</i>	<i>2024</i>
• Built a mobile application for documenting travel experiences, integrating Firebase APIs for authentication, cloud storage, and data parsing. • Implemented local data storage with sqflite and RESTful API communication • Collaborated remotely in a distributed team, demonstrating adaptability and effective virtual teamwork		
Flashcard Application with GPT Integration	<i>Python, GPT</i>	<i>2024 – Present</i>
• Created an application for improving studying and memorization. • Integrated GPT for generating flashcard content and summarizing.		
AR/VR Clothing Try-On Website	<i>Unity, Web Technologies</i>	<i>2024</i>

- Developed an AR/VR web application for virtual clothing try-on, self-teaching AR/VR integration in Unity using online resources.

Achievements

- Ubisoft NEXT 2024: Participated in the technical art discipline, making tools and shaders.
- ENACTUS x WiT Competition: Secured 3rd place in a collaborative team event, showcasing leadership and problem-solving.
- Technovation: Collaborated remotely to develop an educational app, enhancing accessibility and adaptability in virtual environments.

Additional Experience and Initiatives

- Proactively pursue self-directed learning of new frameworks and technologies, including AR/VR, Unity, and Next.js.
- Applied Agile practices, code reviews, and XP programming in academic and personal projects.
- Leveraged AWS for cloud-based solutions and FFMPEG for media processing in digital media coursework.