

EMMANUEL AINA

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EDUCATION

Alabama Agricultural & Mechanical University **Huntsville, AL**
Bachelor of Science in Computer Science – GPA: 4.0 **Graduation Date: May 2027**
Relevant Coursework: Intro to Computer Ethics (Python) • Intro to Programming I & II (C++) • Intro to Java Programming • Data Structures • Discrete Structures • Intro to Digital Logic Design • Calculus I & II

TECHNICAL SKILLS

Programming Languages and Frameworks: Python (Proficient) • C++ (Proficient) • Java (Intermediate) • HTML (Proficient) • CSS (Proficient) • C# (Beginner) • React (Proficient) • Flutter (Intermediate)
Software and Tools: Microsoft Office Suite • Unity • RPGMakerMV • Visual Studio • Git

EXPERIENCE

June 2025 – August 2025 **Meta** **Menlo Park, CA**
Software Engineering Intern

- Developed a full-stack web application enabling users to borrow and lend video games using **React, Node.js, PostgreSQL** through **Supabase** for a seamless peer-to-peer experience.
- Engineered a personalized recommendation engine by combining user vectors, engagement tracking (clicks, borrows), time-decay scoring, and adaptive weights to deliver tailored game suggestions.
- Implemented automated workflows and database triggers for borrower/lender ratings, real-time notifications, and scheduled deadline reminders, enhancing user experience and system reliability.

June 2024 – July 2024 **HBCU IN LA Games x Activision** **Los Angeles, CA**
Game Engineering Student

- Engineered core game mechanics including movement, shooting, and ragdoll effects, ensured responsive controls, and an intuitive UI, resulting in a 10% increase in player retention and 25 positive user reviews.
- Generated animation and character models for a prototype 3D TPS titled “**Alien Escape**” using Unity, Mixamo, and C# programming language with an **80%** approval rating from colleagues’ playtests, boosting productivity by **40%**.

PROJECTS

August 2024 **AI Rate My Professor (JavaScript, Next.js, Pinecone)** **Huntsville, AL**

- Led backend development in a 4-person team, creating a professor recommendation agent with Pinecone, improving search accuracy by 20% and reducing query time by 10 seconds.
- Designed an advanced search and recommendation system, improving user experience by **50%** through personalized professor suggestions based on user input and integrated sentiment analysis to track trends in professor ratings, analyzing over **500** reviews and identifying key rating shifts over time.

March 2024 **Flutter Plastic Diver Game (Flutter, Dart, JavaScript)** **Huntsville, AL**

- Led a team in developing an ocean sustainability game using Flutter and Dart, managing all development stages from concept to launch, resulting in a shorter than estimated development time.
- Designed and implemented an intuitive user interface and core game mechanics, achieving a 100% positive user rating.
- Received recognition for innovative use of Flutter in game development at the 2024 Global Gamers Challenge.

AWARDS

August 2024 **TracerFire 12 CyberCup** **Huntsville, AL**

- Won **3rd** Place in the TracerFire 12 Cybersecurity Competition with a team of **5** by solving various challenges and developing a case study for a data breach scenario in a company’s email system.

February 2024 **AAMU Cyber Cup Competition** **Huntsville, AL**

- Won **2nd** Place in the Alabama A&M University Cyber Cup Capture the Flag competition. Solved various cybersecurity challenges on **Hackazon** with a **5**-student team while learning various cybersecurity skills.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

- AAMU NSBE Assistant Secretary and Senator**
- Alabama A&M Presidential Honors Scholar**
- Google Developers Student Club, IEEE and ACM Member**
- NVIDIA Summer Bridge 2024 Cohort Member**
- HBCU Consulting League Scholar**