EMMANUEL AINA

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EDUCATION

Alabama Agricultural & Mechanical University   **Huntsville, AL**
Bachelor of Science in Computer Science   **Expected May 2027**
GPA: 4.0
Relevant Coursework: Calculus I & II • Intro to Computer Ethics (Python) • Intro to Programming I & II (C++)

TECHNICAL SKILLS

Programming Languages and Frameworks: C++/C# • Python 3 • HTML • CSS • JavaScript • Flutter • Dart • React • Git • GitHub
Application Software: Microsoft Office Suite • AutoCad • Unity • RPGMakerMV • Visual Studio •

EXPERIENCE

June 2024   **HBCU IN LA Games x Activision**   Los Angeles, CA
Game Engineering Intern
- **Game Mechanics:** Developed core game mechanics including combat and skills for "Imperial Divine 9" a RPG turn base fantasy game using RPGMakerMV which led to increase in player approval by 40% compared to initial playtests.
- **Animation:** Generated animation and character models for "Alien Escappe" a prototype 3D TPS using Unity and Mixamo with a 80% approval rating from colleague's playtests which boosted productivity by 40%.
- **Coding:** Attended workshops and training sessions to improve programming skills and knowledge of game design principles, increasing productivity by 20%.

March 2024   **Tutorial Assistance Network**   Huntsville, AL
Math, English and C++ Tutor
- Identified students' challenges and coordinated tutorial sessions tailored to individual needs, resulting in a 35% increase in student appointments.
- Collaborated with fellow tutors to enhance the client experience and improve various core skills, leading to a 20% increase in overall client satisfaction scores.
- Created additional materials for STEM courses, which improved test scores for tutored students by an average of 25%.

February 2024   **Alabama A&M University**   Huntsville, AL
Undergraduate AAMU Inspire Research Assistant
- Worked with my professor to develop a C++ program implementing the finite difference method, which achieved a 10% efficiency improvement compared to existing methods.
- Utilized the program to solve various industry problems, demonstrating at least 10% higher efficiency in problem-solving compared to alternative methods.
- Presented research on the applications of the finite difference method and the program's applicability, reaching an audience of 50 industry professionals and academic peers.

PROJECTS

March 2024   **Flutter Plastic Diver Game**   Huntsville, AL
- Led a collaborative team effort in developing a game using Flutter and Dart that promotes environmental sustainability in the ocean while overseeing all stages of development.
- Implemented core game mechanics, user interface design, and responsive controls.
- Submitted as part of the 2024 Global Gamers Challenge.

December 2023   **Python Snake Game**   Huntsville, AL
- Developed a Python snake Game, to strengthen and showcase proficiency in Python programming and game development.
- Implemented core game logic, user interface design, and responsive controls, emphasizing scalability and modularity for future enhancements.

AWARDS

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 team of 5 students while learning various cybersecurity skills.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

• AAMU Honors Scholar • AAMU NSBE Assistant Secretary • ColorStack member • NVIDIA Summer Bridge
• IEEE Memeber • Google Developers Student • HBCU IN LA Games 2024