Ayomide Adesiyan

Rochester, United Kingdom — ayothesuccessful@gmail.com — 07488 292416 —
linkedin.com/in/ayomide-a-544922260

Profile

Motivated Computer Science student at the University of Nottingham with strong foundations in Python, AI/ML, and software engineering. Experienced in group-based research and technical collaboration, with growing interest in generative AI, data analysis, and intelligent systems development.

Education

University of Nottingham <div align="right">Sep 2024 – Present</div>
MSci (Hons) Computer Science – Predicted First Class Honours

- First-year average **79%**, achieving top marks in Computer Architecture (94%), Programming & Algorithms (88%), and Software Engineering (83%).

Sir Joseph Williamson's Mathematical School <div align="right">2022 – 2024</div>
A-Levels: Mathematics (A), Further Mathematics (B), Computer Science (B)

Sir Joseph Williamson's Mathematical School <div align="right">2019 – 2022</div>
GCSEs including Mathematics and Computer Science

Key Skills

Programming	Python, Java, C/C++, JavaScript, SQL
Frameworks/Engines	Spigot/Paper API, FastAPI, Firebase, Unreal Engine 5, SwiftUI
AI/ML	PyTorch, TensorFlow Lite, MediaPipe, LLMs/NLP, model fine-tuning
Backend/Systems	REST APIs, config systems, plugin development, Linux, Git
Tools	VS Code, Jupyter, Agile/Scrum, Azure (exposure)
Soft Skills	Problem-solving, adaptability, teamwork, technical communication

Personal Projects

Full-Body Real-Time Tracker (MediaPipe Holistic) <div align="right">Nottingham, UK   Sep 2025</div>

- Designed and implemented a full-body motion tracker using **MediaPipe Holistic** to detect and visualise **pose, face, and hand landmarks** in real time.

- Built a Python-based system integrating **OpenCV** and **TensorFlow Lite**, featuring an overlay display and four AI panels (Pose, Left Hand, Right Hand, Face).

- Optimised frame rendering and reduced noise through GPU acceleration and efficient landmark velocity tracking.

- Recorded and demonstrated the system in a pitch video, showcasing live motion-tracking performance and technical presentation ability.

AI in Trading & Stocks <div align="right">Rochester, UK   Jul 2025 – Present</div>

- Designed and tested algorithmic trading bots using simulated portfolios across five market sectors.

- Built data pipelines to evaluate sector performance and improve risk management strategies.

- Experimented with meta-models to benchmark trading approaches and enhance quantitative finance insight.

iOS Social Challenge App <div align="right">Rochester, UK   Aug 2025 – Present</div>

- Developing an event-based iOS app connecting students through shared social challenges.

- Integrated Firebase Authentication, Firestore, and Push Notifications with SwiftUI.

- Designed a swipe-based interface and group voting mechanism to enhance user interaction.

DrunkCraft – Minecraft Server Plugin (Java)   Rochester, UK   Oct 2025 – Present

- Created a **Spigot/Paper plugin** that turns Minecraft into a chaotic drinking game with randomized social triggers.

- Implemented event listeners for achievements, deaths, and block mining to trigger in-game drink or shot events.

- Designed a configurable **config.yml** system for editing chances, messages, and leaderboard settings.

- Added a live **in-game scoreboard** tracking player "hydration levels" with dynamic, meme-style chat messages.

- Currently being uploaded to the public Minecraft plugin platform **Modrinth** for release — awaiting moderation approval (link available once published working - https://modrinth.com/plugin/drunkcraftthegame).

Professional Experience

Haven – Activities Team Member   Allhallows, UK   Jun 2025 – Sept 2025

- Delivered engaging guest activities and managed safety procedures at a large resort.
- Recognised for professionalism and communication in a fast-paced environment.

AmTrust Financial Services – IT Intern   London, UK   Sep 2024

- Shadowed IT professionals to understand software management and cybersecurity operations.
- Observed large-scale enterprise infrastructure and technical support systems.

Key Promotions (UK) Ltd – Warehouse Operative   Rochester, UK   Jul – Aug 2023

- Developed teamwork and resilience in a high-demand warehouse environment.
- Noticed process inefficiencies that inspired curiosity about automation and AI-driven optimisation.

Dovetail Games – Work Experience Placement   Chatham, UK   Jul 2023

- Explored game development pipelines and contributed ideas during creative sessions.
- Gained hands-on experience with Unreal Engine and real-time development tools.

Volunteering

NCS – National Citizen Service Trust   Jul 2022

- Led a community event promoting mental health and suicide prevention.
- Strengthened leadership and teamwork skills through planning and delivery.

Achievements

- Achieved **100%** in Grammar School 11+ Mathematics and Reasoning exams.
- Multiple UK Maths awards: 3× Gold, Senior Kangaroo Merit, Olympiad Bronze.
- Nominated by University of Nottingham for the prestigious **Mitacs Research Programme**.

Interests

Artificial Intelligence, computer vision, quantitative finance, game development, automation, and emerging LLM technologies.