

Tayo Makinde

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US Citizen

EDUCATION

Brown University, Providence, RI

Expected May 2028

B.A. in Computer Science and Spanish | **GPA: 3.7**

Relevant Coursework: Linear Algebra, Probability and Statistics, Discrete Mathematics, Data Structures and Algorithms, Multivariable Calculus, Machine Learning

EXPERIENCE

Gofer AI — Software Engineer Intern, Remote

Jun 2026 – Present

- Built a video pre-processing and quality inspection pipeline in Python and OpenCV that screens robot-training footage for blur, brightness, contrast, and occlusion, processing 60 hours of footage and flagging 12% of frames as unusable before they reached the pose estimation models.
- Diagnosed a silent H.264 codec failure that was corrupting 8% of video exports, and built a validation and fallback encoding system that eliminated the failure mode across the team's annotated video output.
- Authored handoff documentation and delivered technical walkthroughs that integrated the quality-flagging service into the company's live robotics data pipeline.

Otun AI Group — Founder, Self-employed

Jun 2026 – Present

- Ran technical AI audits for early-stage businesses and delivered opportunity briefs scoping where automation yielded over \$10,000 in measurable time and cost savings.
- Build and ship production automations using Claude Code and Cursor for agentic development, integrating LLM APIs, MCP servers, and RAG pipelines into client workflows.

Reeka — Software Engineer Intern, New York, NY

Sep 2025 – May 2026

- Built a two-way calendar and pricing synchronization service against the Airbnb and Booking.com REST APIs in JavaScript, reconciling conflicting updates across both platforms on a 15-minute sync interval to eliminate double-bookings.
- Engineered a direct booking engine with integrated payment processing, adopted by 50+ property managers to route reservations through their own sites and bypass third-party commission fees.
- Built the analytics and reporting module in SQL, surfacing occupancy and revenue trends across client property portfolios.

SCU Imaginarium Lab — Undergraduate Researcher, Santa Clara, CA

Sep 2024 – Aug 2025

- Built dataset labeling and annotation tooling in Python across 3 interdisciplinary research teams under Prof. David Jeong, improving model evaluation accuracy by 9% on a 5,000-sample dataset.
- Designed and implemented a VR research study environment in Unity and C#, integrating real-time physics-based interaction and haptic feedback for 40 study participants.
- Analyzed behavioral and biometric data from the VR experiments in Python; supporting work contributed to publications accepted at CVPR and AAAI.

PROJECTS

Basketball Shot Predictor — Python, OpenCV, YOLO, Roboflow

- Built a computer vision system that tracks basketball trajectories and predicts scoring outcomes from unmodified video, training a YOLO-based detector on a 2,400-image annotated dataset in Google Colab to reach 91% detection accuracy at 30 FPS.

DeskCleaner — Next.js, TypeScript, Node.js

- Developed a full-stack desktop cleanup tool with a swipe-based file sorting interface, calling an LLM through the OpenRouter REST API to generate summaries of PDF, DOCX, and CSV files.

TECHNICAL SKILLS

Languages: Python, C/C++, Java, JavaScript, TypeScript, SQL, C#

Libraries and Tools: OpenCV, PyTorch, NumPy, Pandas, Git, Docker, Next.js, Node.js, Unity, PostgreSQL