

Andrew Ogundimu

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EDUCATION

HARVARD UNIVERSITY | Double B.A. in Computer Science and Electrical Engineering (GPA: 3.757) Expected May 2027

Relevant Coursework: Linear Algebra and Differential Equations, Systems Programming & Machine Organization, Operating Systems, Computing Hardware, Electromagnetism, Robotic Manipulator Control, Circuits, Systems and Control

AWARDS

• Xerox Innovation and Information Technology Award, Spring 2022 • National Merit Scholar, 2023 • National African American Recognition Award, 2023 • AFSA Diann Woodard Scholarship 2023 • Ron Brown Scholars Captain Program 2023 • Harvard Faculty Scholarship 2023, 2024, 2025

TECHNICAL SKILLS

Python, Java, C/C++, SDL2, ImGui, Verilog/SystemVerilog, Xilinx Vivado, HTML, CSS, JavaScript, jQuery, Flask, SQL, Lua, Blender, Solidworks, C#, Unity, OpenGL, PyTorch, OpenCV, Linux, Software Development, Artificial Intelligence, Control Systems, PCB Design

ROBOTICS

Harvard URC (University Rover Challenge) Team | Founding Member October 2024 - Present

- Electrical Subteam Lead - currently focusing on all RF communication including GNSS, and general actuator control

Horace Mann FTC (FIRST Tech Challenge) Team | Software Head September 2019 - May 2023

- Software head of Horace Mann's FTC Robotics Team; Made it to NYS Finals in 2021; Designed Team Logo
- Team Accolades: 4x Motivate Award, 3x Connect Award, 2x Inspire Award, 1x Raytheon Innovate Award

PROJECTS

OmniCom | C++, x86/ARM64 ASM, Python, HTML/CSS/JS, Emscripten, OpenGL

- Developed OmniCom - an emulator for NES games, (with plans for SNES and N64 games), allowing the bundling of game ROMs into executables – available as a Python package, a command line tool for opening ROMs, and as a website.

"lettuce" | ReactJS, Firebase

- Secured 2nd place at HackMIT 2023 with the creation of "lettuce," an app designed to scan receipts for food products, provide recipe suggestions, and notify friends within social networks regarding approaching expiration dates.

Pitch Perfection Live | Python, Java, OpenCV

- Won 1st Place at HackMann 2020 for creating Pitch Perfection Live, an online 'sing-along with friends' app, for consumers to use for entertainment during the COVID-19 quarantine.

Self Solving Rubik's Cube | C, Python

- Currently working on a self-solving Rubik's cube, employing the use of precise brushless motor control, battery management, and graph traversal algorithms.

WORK EXPERIENCE

Harvard Microrobotics Laboratory | Researcher June 2025 - Present

- Designing and implementing a GNSS animal tracking tag for the white-bellied pangolin, tackling challenges of energy and weight efficiency, and GPS accuracy within densely populated forests.

STASHAWAY | Intern

May 2024 – August 2024

- Collaborated with the robo advisor company, StashAway, to fine-tune Meta's Llama-2 to identify sentiments of Federal Reserve speeches in efforts to predict interest rate changes and enable informed investment decision-making.

GEN AI FOR HARDWARE DESIGN (Harvard University) | Research Assistant

June 2024 - August 2024

- Participated in a research group with Professor Vijay Janapa Reddi to modify an LLM for generating RTL code to describe hardware and circuits from text descriptions.
- Worked on compiling the dataset by modifying existing RTL benchmark projects such as BlackParrot and HammerBlade.

WAKE EDEN CHURCH SCHOOL SUMMER CAMP | STEM Tutor

July 2019 - August 2019; July 2021 - August 2021

- Instructed 20 K-8th grade campers on learning coding through Scratch; taught the basics of control flow and advancing to variables for the more experienced campers, driving interest among students regarding software and game development.

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

Management Leadership for Tomorrow

March 2025 - Present

- Accepted into an 18-month professional development program for diverse talent.

HACKHARVARD | Board Member and Host

June 2023 - June 2025

- Planned and hosted Harvard's annual hackathon.

NYC DOE | C.O.D.E. Tutor & CCVA Tutor

June 2020 – January 2021

- Co-taught intermediate Python (and Scratch), focusing on OOP and essential libraries, including numpy, random, and time.
- Culminated the class with a Discord bot project utilizing Discord's Python API.