

# ABDULHAKIM AJETUNMOBI

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**EDUCATION** | **BSc (Hons) Computer Science** City, University of London September 2015 – July 2018  
London, UK  
Final year project included an iOS application which tracked and visualised raw sensor data alongside data from Apple HealthKit.

**PROFESSIONAL EXPERIENCE** | **iOS Engineer** Deliveroo July 2018 – Present  
London, UK  
Working in the consumer team on the iOS app, written in both Objective-C and Swift.

**Campus Rep** GitHub March 2017 – June 2018  
London, UK  
Used the training by GitHub to give talks and technical workshops to empower students on my campus. Being a Rep included supporting 8 other Campus Experts in the London region by holding office hours and an unconference to discuss how to better our communities.

**Voluntary Student Teaching Assistant** City, University of London January 2017 – April 2018  
London, UK  
Worked with the Department of Computer Science to provide additional support for the teaching of Java across 2 first year modules.

**Software Engineering Intern** Starling Bank July 2017 – September 2017  
London, UK  
Worked in the customer mobile team with a focus on the iOS app, written in Swift. Used SnapKit for creating layouts programmatically as well as reactive techniques with RxSwift. Built an in-app widget to share bank account details via the iOS share sheet, a general solution to handle user-granted permissions and an integration with a 3rd party partner, Flux, to enable digital receipts.

**PROJECTS** | **Stress Popper – Swift, SpriteKit** (devpost.com/software/stress-popper)  
An iOS game, built with SpriteKit, that uses the 3D touch API to vary the volume of piano notes that are played when popping balloons.

**Get out – Node.JS, Nexmo, Spotify, AWS** (devpost.com/software/get-out)  
An app that you access by calling a Nexmo number to recognise whether the music in a room is festive or not. This introduced me to using APIs with Node.JS.

**SKILLS** | **Experienced:** Java, iOS development (Swift), VB.NET, Git, Node.JS  
**Beginner:** Jekyll, C++, CocoaPods, SnapKit, RxSwift, Haskell, Android development (Java)

**VOLUNTEERING** | **Volunteer** Zoo Hackathon October 2017  
London Zoo – London, UK  
Zoo Hackathon was a weekend focused on incorporating technology with conservation efforts.

**Crew Member** Castle Game Jam July 2016  
Örebro Castle – Örebro, Sweden  
Castle Game Jam was a week-long game development event held in Örebro Castle, Sweden. This experience provided valuable insight into hosting events.

**AWARDS** | **Best Society Event** City, University of London Students Union April 2018  
City Tech Society was awarded the best society event award for our annual hackathon, HackCity. HackCity invited 120 students from around Europe who focused on learning new technologies, building projects and sharing.

**Best New Society** City, University of London Students Union April 2017  
I co-founded City Tech Society to build a technical community on campus. The society was awarded the best new society award for our work with the student body throughout the year.

**WWDC Scholarship** Apple May 2016  
Awarded a scholarship to visit Apple's developer conference in San Francisco after submitting an application.

**INTERESTS** | Film & Cinema  
Hackathons (github.com/abdulajet/hackathons)  
Teaching within Computer Science  
Basketball