

# EKELE OGBADU

## AI/ML ENGINEER

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## SUMMARY

AI/ML Engineer with expertise in Deep Learning, Perception, NLP, and Computer Vision, specializing in developing and deploying scalable ML models. Skilled in TensorFlow, PyTorch, and AWS Sagemaker, with a proven record of improving model accuracy and performance. Passionate about leveraging data-driven insights to solve real-world challenges in autonomous systems and predictive analytics.

## PROFESSIONAL EXPERIENCE

### Booz Allen Hamilton

Release Manager/Senior Agile Engineer

Jul 2024 - Present

- Led the release of packages coordinating with multiple cross functional teams to get packages installed and working at production reducing average release cycle time by 34% through process optimization and automation.
- Developed and implemented comprehensive release plans, managing timelines, dependencies, and resource allocation across multiple projects to ensure successful on-time deliveries.
- Led cross-functional teams through the entire release cycle, including requirement gathering, development, testing, deployment, and post-release monitoring.
- Led the implementation of a new release management system, resulting in increased team efficiency and improved release predictability.
- Streamlined release processes, resulting in reduced release cycle time and improved release quality.
- Implemented metrics to track release success and identify areas for continuous improvement.
- Utilized Agile methodologies (Scrum, Kanban) to streamline release processes and facilitate continuous improvement.

### University of Maryland – Baltimore County [Interactive Robotics & Learning Lab]

AI/ML Graduate Research Assistant

May 2023 - Present

- Processed and analyzed a multi-modal dataset (text, images, 3D data, audio, ROS bag files) from 100+ human-robot interaction experiments using Pandas, NumPy, and OpenCV.
- Developed and implemented NLP models using TensorFlow, PyTorch, and GloVe embeddings, transitioning from Bag-of-Words to neural network-based approaches.
- Performed feature extraction on the SCOUT corpus using the Bag of Words feature extraction model to create training and test data for a random forest machine learning classifier.
- Conducted multi-modal AI experiments with GPT-4, integrating text and images for optimal robot response selection.
- Utilized Jupyter Notebooks, ROS, and Python for data preprocessing, machine learning experiments, and model evaluation.

## Prescient Edge Corporation

### Machine Learning Team Lead

Aug 2023 - Jul 2024

- Performed testing for LAG code, created issue tickets, assigned tasks, and made bug fixes when bugs were discovered during testing.
- Created a developer training program that sped up onboarding and training for junior software developers on the Minotaur system by 60%.
- Using Gitlab and ClearCase, created, monitored, and assigned issue tickets to 4 junior software developers to fix bugs and add features to the Minotaur platform using C++, Java, React, typescript, etc.
- Ensured the procurement of accurate hardware and software components needed to set up test benches for multiple platforms.

### Machine Learning Engineer

May 2022 – Aug 2023

- Using the YOLO algorithm, an Infrared camera, Radar, TensorFlow, and OpenCV frameworks, developed and implemented a Hull Identification Number object detector for the US Coast Guard.
- Worked on the Minotaur system for the USCG fixing bugs and implementing updates in C++, React, Typescript, etc., and ensuring that the system reacted properly to UDP/TCP, MIL-STD-1553, and ARINC-429 data transfer standards for direct communications with the hardware/sensors on the mission system and reading ICDs to implement product requirements for each deliverable.
- Performed frequent testing in a simulated environment and directly on the asset to ensure the application met each requirement for each version we released.

### Software Developer

Feb 2021 - May 2022

- Used modern DevOps practices to perform continuous integration and continuous delivery of code for the USA Coast Guard MINOTAUR system and to the Applied Physics Lab at Johns Hopkins University.
- Updated Java-based GUI using NetBeans and a C++-based GUI using QT to simulate pilot controls passing MILSTD-1553 messages between remote terminals.

## University of Maryland – Baltimore County

### Graduate Teaching Assistant

Aug 2022 - May 2023

- Teaching assistant for the Operating Systems and the Computer Organization and Assembly Language Programming courses at UMBC.
- Assisted faculty in preparing lecture materials and assignments related to compiler construction and computer architecture.
- Provided support to students by holding office hours, answering queries, and offering guidance on course concepts and programming tasks.
- Graded assignments, projects, and exams to ensure fair and consistent evaluation.
- Collaborated with professors to improve course content, aligning it with current trends and technologies.

## University of Maryland – Baltimore County

### Computer Science Tutor

Feb 2022 - May 2022

- Tutored several Computer Science courses including Computer Architecture, Data Structures &

Algorithms, Machine Learning, Operating Systems, and Computer Graphics among others.

## US NAVY

Oct 2014 - Oct 2018

- Primary responsibilities include night shift supervisor responsible for the nightly operation of military command processes using NALCOMIS OMA database software to keep track of and update aircraft engines, military support equipment lifecycles and digital records.
- Used SYBASE database software to write and update SQL scripts as needed to analyze aircraft and personnel trends.
- Kept track of over 900 hard copy files and 86 digital military equipment files to ensure scheduled and unscheduled maintenance inspections were carried out in a timely manner.
- As the technical publications' librarian, I was responsible for the tracking and updating of the technical publications used by the military in the administrative department.
- Used the entire Microsoft suite daily to perform tasks from making presentations to creating macros that were used in the analysis of data.

## Freelance Software Developer

Oct 2010 - Oct 2018

- Developed multiple fully responsive websites for various customers using pure HTML, CSS and Javascript.
- Developed mobile games for the Apple app store and the Android marketplace using Unity3d and Xcode.
- Customized websites for clients using CMS such as WordPress, Joomla, Ecommerce Templates software and the ClipBucket Video CMS.
- Performed SEO and implemented monetization features for various web and mobile applications.
- Used Photoshop and GIMP to create/edit transparent images for web and mobile applications.

## EDUCATION

### University of Maryland Baltimore County

#### Ph.D. in Computer Science

Expected Graduation: Dec 2028

*Research Focus: Developing advanced multi-modal models incorporating NLP, Computer Vision and other robot sensor information using ROS bag files for real-time human-robot interactions.*

#### M.S in Computer Science

May 2024

*Thesis topic: STATISTICAL LANGUAGE AND NEURAL NETWORK MODELS: CLASSIFYING HUMAN INSTRUCTIONS IN SITUATED ROBOT COMMAND*

#### B.S in Computer Science (Concentration in Data Science)

May 2022

#### B.A in Mathematics

May 2022

### Edinboro University of Pennsylvania

110 Credits earned toward a Computer Science degree

Jan 2003 – Sep 2010

## TECHNOLOGICAL PROFICIENCIES

**Software Languages:** C/C++ | Python | Rust | JavaScript | PHP | HTML | CSS | Bash Linux | COBOL

**Frameworks/Tools:** Amazon AWS | TensorFlow | OpenCV | MATLAB | SAS | R | Scikit-learn | ROS | MongoDB | MySQL | Express | React | Node.js | NumPy | Pandas | BeautifulSoup | Matplotlib | Jupyter Notebooks | Google

Colab | Gimp.

**Data/ML Skills:** Data Visualization | Predictive Analysis | Statistical Modeling | Clustering | Classification | Data Analytics | ML Algorithms | Model Development | Computer Vision | Deep Learning | NLP | LLMs | Statistical Analysis | AWS Sagemaker | Linear/Logistic regression

**Industry Processes /Tools:** CI/CD | Agile | JIRA | Kanban | Waterfall | Git | Gitlab | GitHub | ClearCase | Vim | Emacs | Eclipse | XCode | Android Studio | PyCharm | VS Code | Visual Studio

**Operating Systems:** Windows | MacOS | Android | IOS | Ubuntu | RHEL | VMWare

**CERTIFICATIONS**

- AWS Certified Machine Learning Specialty Sep 2024
- Certified SAFe 6 Practitioner Sep 2024
- AWS Certified Cloud Practitioner Jan 2024
- Unsupervised Learning, Recommenders, Reinforcement Learning Aug 2023
- Advanced Learning Algorithms Jul 2023
- Supervised Machine Learning: Regression and Classification Jul 2023