

VICTOR FAWOLE

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EDUCATION

Ohio State University - Columbus

Bachelor's, Computer Science

August 2021 - May 2025

GPA: 3.64

- Software Development, Bayesian Statistics, Artificial Intelligence, Computer Vision, Data Structures

PROFESSIONAL EXPERIENCE

Intuit

Full-Stack Software Engineering Intern

Mountain View, CA, USA

May 2025 - August 2025

- Developed an agentic debugging platform using LangGraph, FastAPI, and MCPs saving developers 5 hours each week.
- Led migration of widget used by 40,000 customers daily, to Closure Compiler build system increasing performance by 20x.
- Wrote end-to-end automation tests in Jest and Playwright, boosting graphql query error detection by 5/min.
- Migrated GraphQL customer email query to microservices, improving scalability and reducing response time by 20%

Lawrence Berkeley National Laboratory

Software Engineering Intern

Remote

May 2024 - August 2024

- Spearheaded a team of two interns to find 2 buffer overflow vulnerabilities within the HDF5(C) library
- Applied Docker to automate and containerize testing scripts in Linux, speeding up library assessment by 20%
- Employed LLVM to discover buffer overflow errors within modules, contributing to a 5% improvement in security.

NSF AI Institute

Machine Learning Research Intern

Columbus, OH, USA

June 2023 - August 2023

- Led a team of three research interns to assess the effectiveness of large language models on application security
- Developed a Python script leveraging the GPT-3.5 API to generate and test 100+ functional fuzzing corpora
- Presented a software demo as well as research findings to a group of 5 professors and 20 postgrad students.

Intrust IT

Client Systems Intern

Blue Ash, OH, USA

May 2022 - August 2022

- Leveraged Microsoft Azure Active Directory and Admin Center to resolve 30+ client issues per week
- Assembled an onboarding program that facilitated compliance, resulting in a 67% increase in employee retention.

PROJECTS & OUTSIDE EXPERIENCE

Playground - Game Rec Service

Lead Developer

January 2025 - April 2025

- Championed a team of four to create a game recommender, boosting user purchases by 50% each year.
- Designed a scalable backend service using Flask and Elasticsearch to efficiently index games for a recommender model.
- Created an auth system using OpenID, JWT, Redis, and PostgreSQL, allowing for seamless login and caching of user game data.
- Implemented Collaborative Recommender algorithm with open source datasets, improving accuracy of recs by 35%.
- [Link to project](#)

Buckeye Vertical

Data/ML Engineer

September 2023 - June 2025

- Managed a team of 10 on the training and deployment of a vision model, winning 4th at the SUAS competition.
- Generated domain randomized synthetic data in Unity(C#) and real data resulting in 20k+ image datasets.
- Adopted YOLO, OpenCV, & OCR to develop cutting-edge object detection model, improving inference by 33%
- Used Bash to create scripts and automate model training on supercomputer clusters, reducing train time by 50%.
- [Link to project](#)

SKILLS

Languages: Python, JavaScript, TypeScript, Java, C#, Go, Bash, R, C/C++, Kotlin, SQL, GraphQL, NoSQL, HTML/CSS

Frameworks: Flask, JUnit, Ruby on Rails, React, Jupyter, OpenCV, Jest, Playwright, Node.js, Next.js

Developer Tools: Git, Postgres, Unity, AWS, Redis, Elasticsearch, Docker, Kubernetes, GCP, MongoDB, Vim