GODSON AJODO

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EDUCATION

Minerva University San Francisco, CA
Bachelor of Science in Computational Sciences May 2026
Relevant coursework: Data Structures and Algorithms, Linear Algebra, Calculus, Statistics, Theory of Computation, AI/ML, Optimization, Software Engineering.

RELEVANT EXPERIENCE

Efference AI- Member of Technical Staff | San Francisco, CA August 2025 - Present

- Designs and optimizes everything from Bluetooth/Wi-Fi data transfer and packet protocols to APIs and model integration, enabling ease of use for robotic data collection pipelines.
- Assisting in the creation of a video database for robotics, world models, and augmented reality.

Microsoft - Data Engineer Intern | Redmond, WA May 2025 - August 2025

- Expanded and scaled the assignment verification tool for the Xbox Gaming Experimentation team, enhancing its efficiency and reliability
- Extended support from a single management group to 8 experimentation management groups.
- Reduced scorecard generation and assignment validation time from **1 day to under 10 minutes post-experiment.**
- Designed and deployed nine management-group-specific NRT snapshot tables with 28-day retention, replacing uncategorized raw telemetry data tables previously limited to 5-day retention.

Microsoft - Data Engineer Intern | Redmond, WA May 2024 - August 2024

- Engineered automated data pipelines, increasing data processing efficiency by 30% across diverse stores and vendor platforms.
- Created and maintained 10+ automation scripts, improving workflow **execution time by 50% while ensuring 100% data integrity** across internal systems.
- Partnered with the Gaming for Sustainability Engineering team to deliver three curated datasets, **enhancing predictive model accuracy by 20%** for key decision-making.

PROJECTS

AutoSec - Software Engineer | Team of three GitHub | View Project

- Built an AI-powered autonomous security remediation pipeline with multi-agent architecture (Scout, Scanner, Triage).
- Automated GitHub workflow: vulnerability scanning, issue creation, patch generation, and pull requests, reducing remediation cycle time from weeks to hours.
- Applied Redis vector similarity search to match CVEs with historical fixes, improving remediation accuracy by 35%

MediBot - Machine Learning Engineer | Team of Four GitHub | View Project

- Created a Symptom analysis chatbot to enable non-native English speakers to describe medical symptoms accurately, increasing accessibility for underserved patients.
- Leveraged Interswitch ML for text transformation and Hugging Face models, improving symptom-matching accuracy by 40% and reducing misdiagnosis rates by 25%.
- Spearheaded the integration of advanced machine learning models, which reduced the average chatbot conversation length by 18% while simultaneously increasing patients' diagnostic accuracy by 30%.

Automata-Diags - Software Engineer GitHub | View Project

- Published open-source toolkit for automata theory: DFAs, NFAs, CFGs, regex →NFA conversion, and Hopcroft DFA minimization.
- Enabled instant visualization of automata structures and built a type-safe API with comprehensive documentation and tutorials.
- Adopted modern Python practices (mypy, unit tests, GitHub Actions CI/CD) to ensure long-term maintainability

Back to the Present – Data Scientist | Team of Six GitHub | View Project

- Designed an interactive climate change simulation using machine learning libraries, enabling users to visualize 100+ years of emissions data and explore 5+ mitigation strategies.
- Architected a responsive React frontend and FastAPI backend, implementing real-time data visualization and reducing page load times by 40%, resulting in a **25% increase in user engagement.**
- Integrated LLAMA 3.2 to drive AI-powered storytelling, generating over 1,000 unique narrative paths and increasing game replayability by **150%.**
- Secured the People's Choice Award at NASA Space Apps Challenge 2024 among 1000+ competing projects.

Chess Engine - Game Developer GitHub

- Engineered a sophisticated chess engine, implementing advanced algorithms including Minimax with alpha-beta pruning, achieving a playing strength of 1500 ELO rating
- Implemented the Minimax algorithm with alpha-beta pruning, optimizing game tree search, **and reducing computation time by 60%** while maintaining tunable strategic depth.
- Employed Zobrist hashing for board state evaluation**, reducing memory usage by 40%** and increasing position analysis speed by 3x.

SKILLS & INTERESTS

Languages: Python, C/C++, C#, JavaScript, Typescript, SQL, Rust, PROLOG, HTML/CSS, KQL
Frameworks & Libraries: PyTorch, TensorFlow, Scikit-learn, Hugging Face, React, Flask, FastAPI, OpenCV, NLTK, Matplotlib, Pygame, PyQt5
Systems & Tools: Microsoft Azure, AWS, Docker, Spark, N8n, Hadoop, Redis, Airflow, Power BI, GitHub Actions, Graphviz, Kubernetes
Other: Data Structures & Algorithms, Distributed Systems, Security Engineering, Competitive Programming