OLUWATONILOBA BELLO

Toronto, ON | 437-849-9916 | nindqq@gmail.com
linkedin.com/in/oluwatoniloba-bello-b3428b397 | github.com/Nindq | nindq.site

EDUCATION

Seneca Polytechnic | Honours Bachelor of Technology - Software Development

Toronto, ON | Sep 2026 - Expected Apr 2030 | Interested in Winter and Summer 2027 co-op

TECHNICAL SKILLS

Languages: C++ (C++23), Python, Luau

Tools: CMake, pybind11, Git/GitHub, Linux (WSL2), gdb, PyTorch, pytest, GitHub Actions, Matplotlib

Engineering: STL, RAII, copy/move semantics, memory locality, automated testing, client-server networking

PROJECTS

GridWorld-RL | C++ Simulation & A* Pathfinding

C++23, Python, CMake, pybind11, Linux, gdb | github.com/Nindq/GridWorld-RL

- Built a C++ GridWorld environment with procedural maze generation and A* pathfinding; exposed its reusable CMake library to Python through pybind11 for Q-learning.
- Refactored A* predecessor and score tracking from hash maps to contiguous, index-addressed std::vector storage and fixed-size std::array neighbors.
- Debugged C++ execution called from Python using gdb in Linux/WSL2; implemented epsilon-greedy Q-learning with training visualizations.

TicTacToe-RL | Neuroevolution & Automated Testing

Python, PyTorch, pytest, GitHub Actions | github.com/Nindq/TicTacToe-RL

- Developed a PyTorch neuroevolution agent with legal-action masking, parent selection, uniform crossover, Gaussian mutation and mutation annealing.
- Ran seeded training, checkpoint validation and separate final testing; champion scored 0.6750 fitness vs. 0.4842 for an untrained baseline (600 final-test games per model).
- Added 37 automated pytest tests and GitHub Actions CI; logged experiments, graphed results and added regression coverage for evaluator accounting.

ENGINEERING EXPERIENCE

Freelance Roblox Developer | Independent / Client Work

2023 - Present | Remote | nindq.site

- Completed 50+ paid Luau commissions, from debugging existing codebases and adding features to building complete Roblox games and persistent player-data systems.
- Developed and debugged multiplayer gameplay systems involving client-server events, replicated state, match logic and data stores.
- Worked with clients and developers to resolve defects and integrate review-driven networking and security improvements into prelaunch projects.

ADDITIONAL C++ PRACTICE

Custom Vector Implementation

Modern C++ | Independent practice

- Implemented a Vector-like container to practice RAII, dynamic memory ownership, and copy/move semantics.