Banibe Ebegbodi

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EDUCATION

The University of Georgia **August 2021 - May 2025**
Bachelors of Arts (A.B.) in Cognitive Science **GPA:** 3.73
Minors: Computer Science, Japanese Language and Literature
Certificate: New Media

WORK EXPERIENCE

Research Fellow | AI4ALL Ignite Fellowship **September 2024 - April 2025**

- Selected as a research fellow in AI education program and collaborated with mentors and peers to explore ethical AI, bias mitigation, and data analysis tools
- Utilized data visualization, preprocessing, feature engineering, supervised/unsupervised learning, and NLP to build and analyze socially responsible AI models

Software Engineer | Headstarter AI **July 2024 - September 2025**

- Participated in an AI product design program focused on building real-world AI applications, resulting in 15 AI-based projects built on React, GPT 4-o, and Firebase
- Applied prompt engineering, API integration, and rapid prototyping while receiving mentorship from industry professionals
- Built an interactive 3D coding education platform using React, Enable3D, Blender, and Firebase, enabling gamified programming lessons and earning a Top 8 ranking out of 15K+ fellowship participants based on engagement from 1.2k+ users

PROJECTS

JLPT Vocabulary & Sentence Database **May 2025 - June 2025**

- Built a language-learning database using SQL (PostgreSQL), Python, and Pandas, organizing 8k+ Japanese vocabulary entries with associated example sentences, parts of speech, English translations, and Japanese Language Proficiency Test (JLPT) level
- Wrote custom Python scripts to preprocess CSV data, mapped one-to-many relationships between words and sentences, and automated table population using Tatoeba and ManyThings
- Optimized queries for fast retrieval and designed the schema to support future expansion into an interactive application

Locus | Athens, GA **January 2025 - April 2025**

- Developed an immersive language learning app for Apple Vision Pro using SwiftUI, Blender, and Reality Composer Pro
- Implemented selection system where users practice conversations based on their target language and proficiency level
- Integrated GPT-4o to create AI characters tailored to a location for spoken conversations with a text log for review
- Built custom 3D environments and AI character models using Blender and Reality Composer Pro

NLP Analysis | AI4ALL Ignite Fellowship **September 2024 - December 2024**

- Led Natural Language Processing (NLP) analysis project on OpenAI/ChatGPT tweets using Python, Pandas, and Scikit-learn on Jupyter
- Built sentiment analysis models using logistic regression and random forest classifiers, achieving 75% accuracy
- Engineered custom engagement metrics and performed statistical analysis using Pearson coefficients
- Created data visualizations with Matplotlib and Seaborn to analyze sentiment-engagement relationships

FlashAI Mobile | Athens, GA **October 2024 - October 2024**

- Developed SwiftUI mobile app that uses the Google Gemini API to generate AI-powered flashcards from user prompts
- Translated a web-based SaaS application into a native iOS experience, including flashcard saving features and log-in

LEADERSHIP EXPERIENCE

UGAHacks | Athens, GA

Lead Director – UGAHacks 9 & UGAHacks X **May 2023 - May 2025**

- Supervised 4 directors and managed a $40K+ budget to plan and execute two major hackathons for 700+ attendees and 10+ sponsors
- Created an Experiential Learning packet enabling UGA students to earn graduation credit through hackathon participation
- Compiled document of concerns from CS students and organized panel with the Director of the newly instated School of Computing at UGAHacks 9 in order to improve students communication and awareness

Marketing Director – UGAHacks 8 **May 2022 - May 2023**

- Directed a team to market UGAHacks 8 (600+ attendees, 12 sponsors) and launch the first Makeathon (250+ attendees), coordinating cross-platform campaigns, branding, and sponsor visibility
- Built 36 custom 3D-printed and laser-cut awards, designed event graphics and websites, and co-developed materials used across pre/post-event communications and merchandise
- Recognized as a Top 50 Hacker by Major League Hacking for leadership in community building and cross-team collaboration

SKILLS & AWARDS

- **Awards:** TechTogether Scholar, MLH Top 50 Hacker, UGA Dean's List, Louis Stokes Alliance for Minority Participation, Hope Scholar
- **Programming Languages:** Swift, Python, JavaScript, TypeScript, HTML/CSS, Java, R, SQL
- **Frameworks & Libraries:** Pandas, Matplotlib, React, Next.js, Firebase, MongoDB, Enable3D, Three.js, Phaser, Ammo.js