Bolutife Atoki, Computer Vision Engineer

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Computer Vision Engineer adept in designing and optimizing advanced algorithms and models for image processing, object detection, and 3D computer vision. Proficient in leveraging machine learning techniques and neural networks to develop robust models.

LINKS	LinkedIn	Github	Comprehensive Resume

Education

Université Lumière Lyon 2 — Lyon, France
PhD Student — Oct 2024 — Sep 2027

The investigation of an AI-based authentication detector for physical object security.

- Paper accepted for publication at the IEEE/CVF Winter Conference on Applications of Computer Vision (WACV) 2026.

Université de Bordeaux — Bordeaux, France
Image Processing and Computer Vision (MSc) **Grade: 4.33/5** — Sep 2023 — Jan 2024

Part 3 of Joint Masters degree, specializing in advanced computer vision algorithms and AI models for real-world applications.

- Implemented Semantic Segmentation on crop datasets using UNET and CBDNET, with robust results in complex scenes.
- Fine-tuned a 6D Pose Estimation model using a synthetic dataset generated with a VR Headset, achieving 75% accuracy.
- Engineered an iOS AR Rubik's cube solver, providing real-time solving directions for an interactive experience.

Universidad Autónoma de Madrid — Madrid, Spain
Image Processing and Computer Vision (MSc) **Grade: 4.27/5** — Jan 2023 — June 2023

Part 2 of Joint Masters degree, specializing in deepfake detection, 3D point cloud generation, and object detection.

- Engineered a predictive model for deepfake detection with 94% accuracy on UADFV database.
- Developed a solution for generating 3D point clouds from mobile phone camera images.
- Enhanced YOLO-V5 model for efficient object detection and classification, improving accuracy.
- Designed a versatile object tracker using filter and gradient-based methods for seamless object tracking across frames.

Pázmány Péter Catholic University — Budapest, Hungary
Image Processing and Computer Vision (MSc) **Grade: 4.86/5** — Sep 2022 — Jan 2023

Part 1 of Joint Masters degree, specializing in predictive modeling, image recovery, and texture identification.

- Programmed a classifier for the George B. Moody PhysioNet Challenge, with 80% accuracy in detecting heart murmurs.
- Engineered an image recovery and texture identification tool for eliminating optical artifacts from CCTV images.
- Utilized real-world data for constructing a predictive model for Air Pressure system failures, achieving 94% accuracy.

Bells University of Technology — Ogun, Nigeria
Mechatronics Engineering (B.Eng) **Grade: 4.82/5** — Sep 2015 — Oct 2020

Best Graduating Student, Department of Mechatronics Engineering.
Second Best Graduating student, College of Engineering

- Specialized in control systems, robotics, and advanced mechanical design.
- Designed a novel braking system for electric vehicles.

Experience

Laboratoire Bordelais de Recherche en Informatique (LaBRI) — Bordeaux, France
Research Intern — Feb 2024 – July 2024

- Development of novel approach for fine-tuning Segment Anything Vision Foundation Model.
- Published research at EUVIP 2024.

Skills

Object detection and tracking	Experienced	TensorFlow	Experienced
Feature Extraction and Matching	Experienced	PyTorch	Experienced
Deep Learning	Experienced	Python	Experienced
Natural Language Processing	Skillful	C++	Skillful
Git version control	Skillful	Docker	Skillful