Abdu-Lateef A. Lekan-Fadeyi

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TECHNICAL SKILLS

Languages – Python, JavaScript, C, Java, SQL, Typescript, C#, HTML/CSS
Frameworks/Libraries – Next.js, Tensorflow, Flutter, Fast API, Sci-kit Learn, React.js, Flask, Vue.js, Jest, Pytest, Tailwind CSS
Tools and Databases – Node.js, Git, GitHub, Jupyter, MongoDB, PostgreSQL, Docker, Microsoft Azure, Vercel, Postman
Methodologies – Scrum, Agile, Product Development Life Cycle, Test-Driven Development (TDD)
Operating Systems – Linux, Windows, MacOS

EXPERIENCE

D2AI.ca   **May. 2025 – present**
ML/AI Software Engineer Intern
- Automated Postman testing workflows using JavaScript and environment variables for seamless token management.
- Built responsive user onboarding UIs with Next.js, Material UI, and React Hook Form for client-side validation.
- Developed FastAPI routes for user creation and email validation, integrating JWT tokens in SendGrid emails.
- Engineering a video analysis pipeline using TensorFlow and object detection to extract insights from visual data.

PERSONAL PROJECTS

Political Figure Classifier   **Mar. 2025**
- Improved political figure classification accuracy by 10% by optimizing feature extraction with wavelet transforms.
- Built a RESTful API using Flask to serve the machine learning model, deployed on Microsoft Azure.
- Trained and tuned classification models (SVM, Random Forest, Logistic Regression) to achieve 92.31% accuracy.
- Developed a responsive frontend with Vue.js to enable users to upload images and interact with the classification API.

AI Recipe Finder   **Sep. 2024 – Oct. 2024**
- Built a full-stack recipe website using OpenAI API to generate meal ideas based on ingredients users have at home.
- Developed a RESTful backend in Node.js and Express.js, with authentication, error handling, and input validation.
- Designed a MongoDB database to store user credentials and personalized search history for easy access.
- Engineered a responsive React frontend with CRUD features, allowing users to manage searches and saved recipes.

Mobile Maze Game   **Jun. 2023 – Sep. 2024**
- Developed and launched an Android maze escape game in C# and Unity, featuring an AI-controlled snake enemy.
- Refactored game code into modular systems using OOP principles, reducing feature development time by 34%.
- Released the game on Google Play, gaining 100+ downloads, a 4.5-star rating, and 18 monthly active users.

EDUCATION

Bachelor of Computing, Software Engineering (Co-op), Minor in Business   **2023 – 2028**
University of Guelph, Guelph, ON
- Recipient of the Dean's Scholarship of $1,000 in recognition of outstanding academic achievement.
- Currently maintaining a 4.0 GPA (96% average), with top marks in Data Structures, OOP, and Software Design.
- Related Coursework: Operating Systems, Analysis & Design of Algorithms, S/W System Development & Integration.
Key Academic Projects:
- vCard Parser Library Project (2025): Developed a C shared library for parsing and validating vCard files, featuring error handling and a Python UI interface. Containerized the build and testing processes using Docker.
- Math Operations Project (2024): Refactored and enhanced a large C codebase, fixing defects, implementing unit tests, and improving code quality through standardization and self-documentation.

ACTIVITIES AND LEADERSHIP

Participant, DeltaHacks XI Hackathon   **Jan. 2025**
- Built a website using Node.js, React.js, and PostgreSQL to help manage houseplants shown to improve mental health.

Team Leader   **Mar. 2022 – Jun. 2023**
Dakota Collegiate Institute, Winning, MB
- Spearheaded the logistics team for a Relay for Life event, raising over $26,000 for cancer research and support.