

Abdu-Lateef A. Lekan-Fadeyi

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TECHNICAL SKILLS

Languages – Java, JavaScript, Typescript, Python, SQL, C#, C, C++, HTML/CSS

Frameworks/Libraries – Next.js, Flask, Tensorflow, Flutter, Angular, Fast API, Sci-kit Learn, React.js, Jest

Tools and Databases – Node.js, Git, GitHub, Jupyter, MongoDB, PostgreSQL, Docker, Azure, AWS, Postman

Methodologies – Scrum, Agile, Product Development Life Cycle, Test-Driven Development (TDD), J2EE

Operating Systems – Linux, Windows, MacOS

EXPERIENCE

D2AI.ca

May 2025 – Aug. 2025

ML/AI Software Engineer Intern

- Designed a cron service to automate club fee charges and payment reminders, boosting operational efficiency by 35%.
- Created user authentication and profile management flows with FastAPI and Next.js, and AWS S3 for file storage.
- Built a Super Admin dashboard with FastAPI and Next.js, streamlining club creation, reducing manual effort by 20%.
- Developed a CNN pipeline with PyTorch, Mediapipe, and OpenCV to analyze basketball shots and provide feedback.

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 (95% 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.
- Investment Portfolio Project (2024): Built a Java application with Swing GUI allowing users to buy/sell investments, calculate gain, and perform advanced searches, utilizing array lists and hash maps for efficient data management

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.