

Anuoluwapo G. Oyetibo

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EDUCATION

City University of New York, College of Staten Island (CSI)

Staten Island, NY

Bachelor of Science in Computer Science

Expected December 2021

Relevant Coursework: Discrete Mathematics and Algorithms, Data Structures, Internet of Things, Artificial Intelligence, Advanced Web Development, C++ Programming, OOP

SKILLS

Programming: JavaScript, C++, ReactJs, NodeJs, Express, HTML, CSS, php, MySql, Java, C#, NextJs

Frameworks & Libraries: React Js, Glimmer, MaterialUi, JavaFx, NPM, Bootstrap, Ember, ASP.Net

Technologies: Git/GitHub, Firebase, Visual Studio Code, Visual Studio, Eclipse, MongoDB, Adobe Creative Cloud

RELEVANT EXPERIENCE

Cuny Tech Prep

Remote USA

Full Stack developer intern

September 2021- December 2021

- Participated in an intensive full stack development program, learning in demand skills and technologies.
- Built a full stack application in a team of two. Implementing both frontend and backend practices.
- Designed backend routes and API using Nodejs, express, sequelize, mysql in an MVC design pattern.

Develop for Good

Remote USA

Frontend developer intern, Climate Donor

April 2021 - July 2021

- Worked as part of a team of 8 to develop a web application for individuals passionate about climate change to donate or create a climate related proposal using NextJs for the frontend development and firebase for backend database as the main tech stack.

NYC Blockchain Center

Brooklyn NY

Software Engineering intern

July 2020 – September 2020

- Built blockchain technology centered around crypto currency, as part of a team of 10, with a focus on solidity contracts for secure bitcoin transactions.
- Used in-demand technologies like Solidity, NextJs and keyword search web scraping with Redis time series.

TECHNICAL PROJECTS

QuickBuck

September 2021 - December 2021

- Developed a responsive web application in a team of two, that allowed users to find odd jobs and earn quick cash based on their location, using ReactJs, Express, Sequelize and MySql as the building blocks for the API.
- Implemented an interactive map UI on the frontend using Reactjs and google maps developer API services.

Hulu Clone App

December 2020

- Developed a Hulu clone app using ReactJs as the main framework.
- Used the TMDB API to get an updated data list.
- Built an authentication system using Firebase Google account authentication which allowed users to log in if they have a google account.

BookMart

May 2020

- Developed an interactive and dynamic web application in a team of 2 that allowed users to retrieve information about available books using HTML, CSS and Javascript.
- Implemented backend programming with PHP and MySql, that allowed users to retrieve data from a database securely while also preventing SQL injections and attacks.

PixelLogic

May 2020

- Developed an interactive memory matching game in a team of 3, using Java and JavaFx
- Created a game where a player had to deduce a pattern based on the given numbers.

ASSOCIATIONS

CUNY Tech Prep

September 2021 - Now

ColorStack

January 2020 – Now

CUNY CSIC Program, CSI, Peer Leader

September 2020 - Now