

# Anuoluwapo G. Oyetibo

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## EDUCATION

**City University of New York, College of Staten Island**

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, Java, C#, C++, HTML, CSS, php, MySQL, Solidity, Node.js, Express, ReactJs, NextJs

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

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

## PROFESSIONAL EXPERIENCE

**NYC Blockchain Center** Brooklyn NY

*Software Engineering internship* July 2020 – Sep 2020

Learned and built blockchain technology centered around crypto currency.

- Used in-demand technologies like Solidity and NextJs
- Applied industry best practices for keyword and phrases web scraping and data storage with Redis time series, a key value database storage system.
- Worked with the team responsible for developing the infrastructure that would allow banks to work with solidity contracts while allowing users to process secure bitcoin transactions.

## **Develop for Good Remote USA**

*Frontend developer internship* April 2021 - July 2021

- Worked as part of a team to develop the main technology for a non-profit organization; Climate Donor.

## TECHNICAL PROJECTS

**BookMart** - May 2020 (HTML, CSS, JS)

- 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.
- The goal was to display knowledge of backend programming with PHP and MySQL, that would allow users to retrieve data from a database securely while also preventing SQL injections and attacks.

**PixelLogic** - May 2020 (Java)

- Developed an interactive memory matching game in a team of 3, using Java and JavaFx
- Implementing knowledge of OOP, my team and I were able to create a game where a player had to deduce a pattern based on the given numbers. The result of the project was an understanding of JavaFx, GUI's and expansion of my knowledge of OOP.

**Spotify Clone** - October 2020 (ReactJs)

- Built a clone of the Spotify app using ReactJs, MaterialUI, React Icons and Firebase for user authentication and hosting. This project was built to gain a better understanding of how context API works.

**WhatsApp Clone** - January 2021 (React MERN Stack)

- Built a whatsapp clone using react and MERN stack. Using pusher to make mongoose a realtime database that updates the frontend when a change occurs in the collection in the database.

**Slack Clone** - February 2021 (ReactJs, Firebase).

## SUPPORTING EXPERIENCE

**Cuny Csoc Program**

College of Staten Island, NY

Peer Leader

September 2020 – Now

- Assist students in preparing for job interviews, finding interviews and resume building.

## ASSOCIATIONS & INTERESTS

**CUNY tech Incubator**, September 2019 – Nov 2020

**ColorStack**, Jan 2020 – Now

**Interests:** Photography, Music, Video games