



# DAVID TOLULOPE OSUNSAKIN

## Software Engineer

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Pančevo, Serbia

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/DaveTolulope22

## SOFT SKILLS

Integrity

Time management

Diligent

Collaborative

Team-player

## INTERESTS

Music

Learning new skills

Sports and Fitness

Tech

Mobile dev

Web dev

## SKILLS

Java

Spring Boot

C++

Python

C

HTML

CSS3

Bootstrap

JavaScript

MySQL

Git

Linux

Microsoft office

React.js

Node.js

Android

Flutter

## IDES

intelliJ

Visual Studio Code

Andriod Studio

FlutterFlow

Eclipse

## LANGUAGES

English: **Native**

Serbia: **Basic / A2**

## REFERENCES

## ABOUT ME

*As a motivated and enthusiastic junior software engineer, I possess a solid foundation in software development principles and techniques. With a strong academic background in computer science and programming languages, I am eager to apply my skills and knowledge to real-world projects. I am committed to continuous learning and professional development, and am excited to contribute to a dynamic team of experienced professionals. With a passion for innovation and a commitment to quality, I am dedicated to delivering excellence in every project I undertake.*

## EXPERIENCE

### Information Technology Administrator | HCBI Kuća Mira, Belgrade

2017 – 2020

Belgrade, Serbia

- Data entry and data management for a diverse range of organizational needs, ensuring accuracy and completeness of information.
- Conducted regular system maintenance to ensure optimal performance and minimize downtime, implementing efficient solutions to address technical issues.
- Coordinated and facilitated video conferencing meetings, optimizing communication channels for remote teams and clients.

### Junior Project Manager/Software Tester intern | Deepline.ai

2023 – 2023

Belgrade, Serbia

- Assisting the Senior Project Manager in monitoring project progress, resolving issues, and ensuring timely project delivery.
- Collaborated with developers to identify, reproduce, and document software defects,
- Participated in regular meetings, providing valuable input on software quality and contributing to continuous improvement.

### Junior Mobile Frontend Developer Intern | AppWorks

2023 – present

Belgrade, Serbia

- Collaborate with a passionate team to develop engaging and functional mobile applications using Flutter and FlutterFlow.
- Participate in team discussions and decision-making processes to help shape the future of mobile applications.
- Assist in the implementation of AI tools to enhance AppWorks' existing platform and solutions.

## EDUCATION

### Bachelor's In Software Engineering | Singidunum University

2017 – 2022

Belgrade, RS

Prof.Dr . Nebojša Baćanin-  
Džakula Vice-Rector for Sci-  
entific Research  
University of Singidunum  
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## Master's In Contemporary Information Technologies | Singidunum Uni- versity

📅 2022 – Ongoing

📍 Belgrade, RS

## CERTIFICATION

Introduction to Cybersecurity, Cisco Networking Academy

Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning, Coursera

Linux Essentials Professional Development Certificate, Linux Professional Institute (LPI)

Human Resources Management Capstone: HR for People Managers, Coursera

C++ programming , Programming Hero

## STUDENT ACTIVITY

*Attended Data Science 3.0 Conference 2017 in Belgrade*

## PROJECT 1 | TOURIST WEBPAGE USING HTML, CSS, AND JAVASCRIPT



Designed and developed a tourist webpage using HTML, CSS, and JavaScript to provide users with a user-friendly interface and engaging experience.

- Technologies used: HTML, CSS, and JavaScript

## PROJECT 2 | CONNECT FOUR GAME IN C



As a part of my coursework in computer science, I developed a Connect Four game in C language using the concept of the minimax algorithm. The game is designed to be played by two players on the command-line interface, with the objective of getting four checkers in a row.

- Technologies used: C Language

## PROJECT 3 | STUDENT REPORT CARD SYSTEM USING OBJECT-ORIENTED APPROACH IN C++



Developed a student report card system using object-oriented programming principles in C++. Designed and implemented a data model to store student information and grades, and developed a user interface to allow teachers to input and retrieve student data.

- Technologies used: C++, Object-Oriented Programming

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## PROJECT 4 | RECIPE APPLICATION, ANDROID STUDIO

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Developed a recipe application in Android Studio, utilizing Java and XML for the front-end and back-end development, respectively.

- Technologies used: Java, Android Studio
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## PROJECT 5 | SPRING-BASED VEHICLE MANAGEMENT APPLICATION

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Designed and developed a Spring-based vehicle management application that streamlined the tracking and management of vehicle inventory for a transportation company.

- Java
- Spring Boot
- MySQL
- Thymeleaf
- HTML,CSS,Javascript,XML
- Bootstrap