



DAVID TOLULOPE OSUNSAKIN

Software Engineer

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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.

Software Developer Freelancing | Upwork

2020 – present

Belgrade, Serbia

- Dedicated to helping clients bring their ideas to life and solve their unique Software challenges.

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.

Full Stack Mobile Developer | 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.

Prof.Dr . Nebojša Bačaniin-Džakula Vice-Rector for Scientific Research
University of Singidunum
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- 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

Master's In Contemporary Information Technologies | [Singidunum University](#)

📅 2022 – 2023

📍 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



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



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