Dayo Asaolu

St. John's, NL
asaoludavid@gmail.com

Graduate of Computer Science with practical experiences in web application development, as well as back-end development which were gained through several coursework and projects. Proficient in Python, Java, JavaScript, and possess the ability to collaborate within a team. Seeking for an employment in a development company and within a collaborative team to enable me to apply my skills and knowledge.

KEY QUALIFICATIONS

- Knowledge of scripting languages - Python, JavaScript.
- Knowledge of Linux OS, Windows OS.
- GitHub, Docker Visual Studio Code, Visual Studio.net, Pandas, anaconda.
- Knowledge of Industry best practices and process. SDLC, WATERFALL, CI/CD
- Amazon Web Services, GitHub, Docker Visual Studio Code, Visual Studio.net
- Coursera Data Science Orientation Certificate
- First Aid Certificate

Work Experience

Computer Analyst/Programmer - VOLUNTEER WORK

Deeper Life Bible Church - St. John's, NL
September 2017 to Present

- Involved in planning, coordinating and maintaining the computer system and media system.
- Involved in installing media system. - speakers, amplifier, piano, microphones, projector and projector screen.
- Designed attendance software using python.
- Collected and analyzed attendance and offering data using ms excel.
- Designed record excel sheet for storing organization funds.
- Working alone or in groups every week as a computer analyst, providing support, collecting and analysing data and information on attendance and charity funds.

Personal Projects

Personal - St. John's, NL
Present

- Deployed flask RESTful web service on AWS elastic beanstalk with django written with python. http://restapis.eba-abwmcjhc.us-east-2.elasticbeanstalk.com/
- Studied amazon documentations, deployed flask app from terminal.
- Developed a second website using react.
- Pushed projects using visual code command line interface, terminal CLI, and git website.
- Develop a Django App and deployed it on heroku using docker https://dayoweather.herokuapp.com.
- Wrote lines of shell code to optimize terminal usage.

Portfolio Website - dayoasaolu.com

Personal

August 2020 to September 2020

- Developed my personal website using HTML and CSS.
- Pushed Source code to GitHub repo using the Virtual studio code terminal or Vs code, GitHub interface.
- Created AWS code pipeline to feed my source code to AWS bucket.
- Configuring my static website using a custom domain registered with Route 53.
- Linked AWS endpoint to my personal domain. dayoasaolu.com.
- Redirected all request to my co-domain www.dayoasaolu using AWS.
- Integrated continuous delivery CI of website update from GitHub using AWS pipeline.

Software Developer, COMP 4302 - Team Project

Student at Memorial University Of Newfoundland - St. John's, NL

January 2020 to April 2020

- Collaborated in a team of two to design a WebGL virtual museum.
- Developed a web based app to simulate lights.
- Implemented gl-matrix - High performance matrix and vector operations library.
- Develop 3D models using blender, converted them to json file for webgl project.
- Develop a user interface for web based
- Build reusable code for future use

Software Developer, COMP 4770 -Team Project

Student at Memorial University Of Newfoundland - St. John's, NL

January 2020 to April 2020

- Collaborated with team members to design a web-based game using NodeJs - HTML5/JavaScript
- Implemented a MongoDB Database to store user and game data
- Documented the features and functionalities of the game application
- Designed part of the game editor functionalities.
- Demonstrated the developed web application to other course mates

Software Developer, COMP 3301 - Team Projects

Student at Memorial University Of Newfoundland

September 2019 to December 2019

- Collaborated with team members to design Image analysis software using Java. Listed below. Source code in GitHub.
- Designed Image Histogram app in Java - using histogram stretch, Aggressive stretch and histogram equalization.
- Programmed an image smoothing app in Java - using mean, gaussian, median, kuwahara filters.
- Designed an image threshold app in Java - implemented manual selection, Automatic selection, Otsu's method and Adaptive Mean-C.
- Developed a corner detection app in Java using derivative of guassian, image gradient, corner response, image thresholding and non-max suppression.

Software Developer - COMP 2005 - Team Project

Student at Memorial University Of Newfoundland - St. John's, NL

January 2018 to April 2018

- Team developed a social media for computer dept using flask, python, jinja.

- Developed group making functionality of the app.
- Documented the features and functionalities of the game application.
- Documented use cases and wrote unit tests.
- https://github.com/DayoAsaolu/flaskApp---Social-Media-App

Education

B.Sc. in Computer Science in Computer Science
Memorial University of Newfoundland
2015 to 2020

Skills

- Programming languages: Python, JavaScript, CSS, HTML, Java, C++, C#

- Frameworks and Libraries: Django, Flask, WebGL, NodeJs, React,

- Operating System: Linux, Windows

- Databases: MySQL

- Tools: AWS, Docker, Git, GitHub, Visual Studio Code, Jupyter notebook

- Data Science: Python with NumPy and Pandas

Links

http://dayoasaolu.com

https://github.com/DayoAsaolu?tab=repositories