Dayo Asaolu
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SUMMARY

Graduate of computer science with practical experiences in web development, as well as back-end development which were gained through several coursework and projects. Proficient in Python, Java, AWS, JavaScript, Linux OS, and possess the ability to collaborate within a team. I also possess a good understanding of agile software development processes.

EDUCATION

B.Sc. Computer Science **Jan 2015 – Sept 2020**
Memorial University Of Newfoundland, Newfoundland, Canada.

Software Developer, 3D Graphics - Team Project **Jan 2020 – Apr 2020**
Student at Memorial University Of Newfoundland - St. John's, NL

- Designed a virtual museum.
- Designed app to simulate tessellation and twist-in-WebGL
- Developed a web based app to simulate light in webgl.
- Implemented gl-matrix - High performance matrix and vector operations library.
- Develop 3D models with blender, .Obj/3DS files with Blender & Converting into FBX/JSON..
- Solid foundation in Linear Algebra, matrix manipulation and algorithms.

Software Developer, Game Development - Team Project **Jan 2020 – Apr 2020**
Student at Memorial University Of Newfoundland - St. John's, NL

- Design a web-based game using NodeJs/Mongodb/HTML5/JavaScript
- Implemented NoSQL database (Mongodb) to store game data.
- Documented the features and functionalities of the game application
- Designed part of the level editor functionalities.
- Presented the developed web application to other course mates

Software Developer, Visual Computing and Applications **Jan 2020 – Apr 2020**
Student at Memorial University Of Newfoundland - St. John's, NL

- Designed image Histogram app - graph of rgb intensity of an image.
- Implemented: linear convolution, kernel, image gradient to process images.
- Implemented mean, median and kuwahara filter to smoothing image.
- Implemented manual, mean, median thresholding and Otsu's method to image.
- Implemented harris detector to identify corners in images.
- Added functions GUI buttons.

PERSONAL PROJECTS

PORTFOLIO WEBSITE - Version 1 **AUG 2020 – PRESENT**

- Used the following technologies: React.js, Github, github pages, VsCode, LinuxOS.
- Installed and configured LinuxOS(Ubuntu 20).

PORTFOLIO WEBSITE - Version 2 - https://dayoasaolu.com **AUG 2020 – PRESENT**

- Used the following technologies: AWS EC2, Route 53, CodePipeline, ElasticBeanStalk, Certificate Manager(SSL/TLS), domain name, S3 Buckets, GitHub, VS Code, CSS, HTML
- Wrote source code in html/css using Vs Code editor.
- Pushed Source code using terminal to github repo.
- Created an EC2 instance via AWS console.
- Created AWS codepipeline from github repo to AWS S3 Bucket.
- Designed, programmed, tested, and implemented js functions in an agile system requirement specifications.
- Implemented aws to re-route from aws url to my custom domain.
- Route subdomain to domain. www.dayoasaolu.com -> dayoasaolu.com
- Encrypted domain name using AWS certificate manager (SSL/TLS).
- Wrote shell script to automate code git commands. (add, commit, push)

PROFESSIONAL TRAININGS AND CERTIFICATIONS

- Coursera Data Science Orientation

SKILLS & QUALIFICATIONS

- **Programming Languages**: Python, Java, JavaScript, Shell Script, SQL
- **Operating Systems**: Linux OS
- **Version Control**: GitHub
- **Industry Best Practices and Processes**: Agile software development, Code Integration and Code Pipeline (CI/CD), Dependency Injection.
- **Tools**: AWS, Docker, REST-API, Blender, WebGL, 3DGraphics Programming, TDD
- **Frameworks**: Django, Flask, React, Spring Boot
- **Communication**: Ability to listen effectively and ability to speak and write efficiently.
- **Collaboration:** Ability to work in a team to accomplish set objectives.
- **Organization and Time Management:** Ability to prioritize tasks, multi-task, and work within deadline.
- **Problem solving:** Ability to identify problems, troubleshoot, and provide solutions in a systematic manner.

System Technician - VOLUNTEER WORK
Deeper Life Bible Church - Canada **Sept 2017 - Present**

- Involved in installing media systems. - speakers, amplifier, piano, microphones, projector and projector screen.
- Maintained and updated computer and media system (hardware and software).
- Designed attendance software using python.
- Designed record excel sheet for storing organization funds.
- Worked alone or in groups every week as a computer analyst, providing support, collecting and analysing data and information on attendance and charity funds.

LINKS
Portfolio Website - https://dayoasaolu.com
GitHub Repo - https://github.com/DayoAsaolu?tab=repositories

REFERENCES
Available upon request.