

DAYO ASAOLU

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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.

SOFT SKILLS

- Ability to work collaborate and work within a team
- Critical thinker and good problem-solver
- Good verbal and written communication

WORK EXPERIENCE

Tutor (Work/Volunteer)

Personal - St. John's, NL
April 2015 to Present

- Conducted tutorial sessions for 8 university and high school students to help them develop knowledge in Python, C++, Mathematics and Driving lessons.
 - Interacted with students to understand their areas of weakness in related subject. This led to a well-developed delivery during tutorial.
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Personal Projects

Personal - St. John's, NL
Present

- Develop a Django App and deployed it on heroku using docker <https://dayoweather.herokuapp.com>
 - Deployed flask RESTful web service on AWS elastic beanstalk. <http://restapis.eba-abwmcjhcn-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.
 - Wrote lines of shell code to optimize terminal usage.
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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.
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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
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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
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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.
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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.
- 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
- **Frameworks and Libraries:** Django, Flask, WebGL, NodeJs, React,
- **Operating System:** Linux, Windows
- **Databases:** MySQL
- **Tools:** AWS, Docker, Git, GitHub, Visual Studio Code

LINKS

<http://dayoasaolu.com>

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