### Dayo Asaolu

E-mail: asaoludavid@gmail.com

Linkedin: linkedin.com/in/dayo-asaolu-24ab3a9b

Website: <a href="https://dayoasaolu.com">https://dayoasaolu.com</a>

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

#### **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.

### **Software Skills**

- Language: Python, Java, JavaScript, Shell Script, SQL
- Operating System: Windows OS, Linux OS
- **Software development practices**: Agile, Code Integration and Code Pipeline (CI/CD), Dependency Injection
- **Tools**: AWS, Docker, REST-API, Blender, WebGL, Vs Code.
- Frameworks: Django, Flask, React, Spring Boot

#### Soft Skills

- Communication
- Collaboration
- Organization
- Time Management
- Problem solving

#### **EDUCATION**

### **B.Sc. Computer Science**

Memorial University Of Newfoundland, Newfoundland, Canada.

Jan 2015 - Sept 2020

Jan 2020 - Apr 2020

### Software Developer, 3D Graphics - Team Project

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

- Designed a virtual museum, tessellation and twist, and 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/[SON.
- 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 and corner detection app.
- 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.

# **PERSONAL PROJECTS**

# PORTFOLIO WEBSITE - https://dayoasaolu.com

#### **AUG 2020 - PRESENT**

- Used the following technologies: AWS EC2, Route 53, CodePipeline, ElasticBeanStalk, Certificate Manager(SSL/TLS), domain, S3 Buckets, GitHub, VS Code, CSS, HTML, CloudFront.
- Created an EC2 instance via AWS console.
- Created AWS codepipeline from github repo to AWS S3 Bucket.
- Route subdomain to domain. <u>www.dayoasaolu.com</u> -> <u>dayoasaolu.com</u>
- Encrypted domain name using AWS certificate manager (SSL/TLS).
- Wrote shell script to automate code git commands. (add, commit, push)
- Troubleshoot codepipeline, S3, Cloudfront issues using AWS console.

## ATTENDANCE SOFTWARE - <a href="https://confident-khorana-ee346a.netlify.app/">https://confident-khorana-ee346a.netlify.app/</a>

- Developed full stack MERN app.
- Used tools React Js, nodejs, mongoose, mongodb atlas, express, netlify, redux, axios, heroku
- Used Axios makes it easy to send asynchronous HTTP requests to REST endpoints and perform CRUD operations.
- Design and Tested Rest-API endpoints using postman
- Used Redux is used mostly for application state management
- Developed back end in node js and deployed on heroku.
- Built front end using npm and deployed on netlify.
- Implemented material-ui module in front-end

# WHATSAPP BOT - <a href="https://dayobot.herokuapp.com/">https://dayobot.herokuapp.com/</a>

- This is a Whatsapp bot built using the flask framework.
- Tools used include Twillo. API UnSplash API, numbersAPI, cataas API, dog API, weatherAPI.
- Used ngork and Postman during development.

# PROFESSIONAL TRAININGS AND CERTIFICATIONS

• Coursera Data Science Orientation

# System Technician - VOLUNTEER WORK Deeper Life Bible Church - Canada

Sept 2017 - Present

- Involved in installing public address system, projector and projector screen.
- Designed attendance software using python.
- Worked alone or in groups every week as a computer analyst, providing support, collecting and analysing data and information on attendance and charity funds.

#### REFERENCES

Available upon request.