

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

- Python, JavaScript, Java, SQL
- Linux OS, Windows OS.
- GitHub, VS Code, WebGL , AWS, Rest-API
- Industry best practices and process. SDLC, WATERFALL, CI/CD
- Frameworks - Django, Flask

Work Experience

Personal Projects

Personal - St. John's, NL

August 2020 to Present

- Developed my portfolio website.
- BlackPearl - a Visual Studio Code Theme Extension
- Developed a second website using react.
- Develop a Django App and deployed it on heroku using docker.

System Technician - VOLUNTEER WORK

Deeper Life Bible Church - Canada

September 2017 to Present

- Involved in installing media system. - speakers, amplifier, piano, microphones, projector and projector screen.
- Maintained and updating 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.

Warehouse Associate/Lumber

SYSCO Foodservices of Canada / NB Groupe - St. John's, NL

May 2015 to Present

- Organized stocks and maintain inventory.
- Inspected products for defects and damages.
- Received, unloaded and placed incoming inventory items appropriately.

Software Developer, COMP 4302 - Team Project

Student at Memorial University Of Newfoundland - St. John's, NL
January 2020 to April 2020

- 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 using blender, converted them to json file for webgl project

Software Developer, COMP 4770 -Team Project

Student at Memorial University Of Newfoundland - St. John's, NL
January 2020 to April 2020

- Design a web-based game using NodeJs/Mongodb/HTML5/JavaScript
- 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, COMP 3301 - Team Projects

Student at Memorial University Of Newfoundland
September 2019 to December 2019

- Designed image Histogram app - graph of rgb intensity of an image.
- Designed image smoothing app in Java
- Designed an image threshold app in Java.
- Designed an app for corner detection.

Education

B.Sc. in Computer Science in Computer Science

Memorial University of Newfoundland
2015 to 2020

Links

<http://dayoasaolu.com>

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

Certifications and Licenses

Coursera Data Science Orientation Certificate