

# Demi Olagoke

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## Education

**University of Waterloo Bachelor of Software Engineering (Class of 2017)** September 2012 - Present

- Courses: Cooperative and Adaptive Algorithms, Computer Networks, Concurrent and Parallel Programming, Operating Systems, Embedded Software, Data Structures and Data Management
- Events Coordinator (May 2015 - April 2016) of the Black Association for Student Expression

## Work Experience

**Minted Software Engineer** San Francisco, CA | September 2016 - Present

- Mitigated revenue loss by thousands of dollars by fixing issues preventing users from purchasing products
- Technology/Languages: Javascript, React (Redux), Python, Node.js, Git, MySQL

**nanoPay Full Stack Developer** Toronto, ON | January 2016 - April 2016

- Worked on MintChip, a digital currency backed by the Canadian government
- Developed features such as P2P money requests and fraud mitigation using transaction limits
- Decreased load times on the android application by implementing data caching
- Created an invite system where invited users could sign up and instantly receive the money sent to them
- Technology/Languages: Javascript, Node.js, AngularJS, Loopback, Java, SQLite, Android Studio, Git, MongoDB

**University of Waterloo Undergraduate Research Assistant** Waterloo, ON | May 2015 - August 2015

- Worked on HCI research into data exploration of geotagged information using multiple tablet devices and a tabletop
- Implemented asynchronous real-time transfer of information between devices
- Implemented HCI techniques for surfacing context-relevant information to users
- Created summary visualizations from application logs for researchers to gain insight into user usage patterns
- Technology/Languages: C#, Javascript, Node.js, Processing 2, Git, Visual Studio

**BlackBerry Software Test Engineer** Mississauga, ON | September 2014 - December 2014

- Developed unit, integration and UX tests to achieve full test coverage for the BlackBerry Assistant
- Technology/Languages: Robot Framework, Git

## Projects

**WatHub (Fourth Year Design Project)** March 2016 - Present

- Website for students to share applications that they made
- Set up the database and currently working on the API used by the frontend
- Technology/Languages: Node.js, Javascript, Loopback, MongoDB, Git

**Tilde** August 2015 - December 2015

- Windows application that allows control of other applications through gestures from a smartphone
- Used the Facade design pattern to enable control of desktop applications
- Implemented real-time desktop notifications to alert users of actions made on the smartphone
- Technology/Languages: C#, Visual Studio, Git

**Snake In The Cage** May 2015

- Nicholas Cage themed snake game with a battle mode developed with three others at a Game Jam
- Peer programmed to add food generation, score counting, speed up and slow down
- Created visual assets such as the grass background and snake head animation
- Technology/Languages: C#, Unity 5, GIMP, Git

(Other projects available on website: [www.demiladeolagoke.com](http://www.demiladeolagoke.com))

## Interests

- Soccer, dancing (Hip Hop, West African and Salsa), exploring new places, ping pong and console gaming