

Demi Olagoke

Software Engineering (Class of 2017)

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Education

University of Waterloo

September 2012 - Present

Candidate for Bachelor of Software Engineering, Co-operative Program

- Operating Systems: Incrementally developed an operating system on a Keil MCB1700 board

Work Experience

Minted

September 2016 - Present

Software Engineer Intern

- Technology/Languages used: Javascript, React(Redux), Python, Node.js, Git & MySQL

nanoPay

January 2016 - April 2016

Full Stack Developer

- Implemented API endpoints for MintChip features such as request money and transaction limits
- Improved existing MintChip features such as add & delete contacts for better UX
- Implemented data caching on the MintChip Android application to decrease load times
- Implemented real time dashboard updates for the loyalty program merchant portal
- Technology/Languages used: Javascript, Node.js, AngularJS, Loopback, Java, SQLite, Android Studio, Git & MongoDB

University of Waterloo

May 2015 - August 2015

Undergraduate Research Assistant

- Developed a multi-device application used for Human Computer Interaction research
- Enabled the exchange of information across all devices
- Implemented techniques to draw user attention to certain icons on the tabletop device
- Developed a separate application to parse and create visualizations from the log files
- Technology/Languages used: C#, Javascript, Node.js, Processing, Git, GIMP & Visual Studio

BlackBerry Ltd.

September 2014 - December 2014

Software Test Associate

- Fixed, updated and created automated software test scripts for the BlackBerry Assistant
- Reported bugs and followed up with developers to ensure they were fixed
- Manually tested the BlackBerry Assistant and gave suggestions for improvements
- Technology/Languages used: Robot Framework, JIRA & Git

Mabel's Labels

January 2014 - April 2014

Developer

- Developed an application to measure characters of a given font for a better printing experience
- Created documentation for the application which included instructions on how to use it
- Adjusted data and stored procedures on a MySQL database
- Technology/Languages used: C#, MySQL, Subversion & Visual Studio

Projects

WatHub (Fourth Year Design Project)

March 2016 - Present

Web Development

- Website for students to share applications that they made
- Set up the Database and created the relationships between the models
- Developed API endpoints used by the frontend
- Technology/Languages used: Node.js, Javascript, Loopback, MongoDB & Git

Tilde

August 2015 - December 2015

Windows Development

- Gesture control tool for controlling computer applications using a smartphone
- Implemented control of other programs from the main program
- Implemented real-time notifications to alert users of actions made from the smartphone
- Technology/Languages used: C#, Visual Studio & Git

Snake In The Cage

May 2015

Game Development

- Nicholas Cage themed snake game with a battle mode developed with three others
- Added sprites, created prefabs and gave game objects their needed attributes
- Peer programmed to add food generation, score counting, speed up and slow down
- Created the grass background and pictures for the snake head animation
- Technology/Languages used: C#, Unity 5, GIMP & Git

(Other projects available on website: www.demiladeolagoke.com)

Activities & Interests

UW Black Association for Student Expression

May 2015 - April 2016

Events Coordinator

- Organized and managed events along with other club executives
- Booked rooms and needed equipment for club events
- Created and managed the club's Facebook page

Other Interests

- I enjoy soccer, dancing (Hip Hop, West African and Salsa), ping pong and console gaming