EYILADEOGO ADEDAYO

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EDUCATION

COVENANT UNIVERSITY   Ogun State, Nigeria
Bachelor of Engineering   August 2018 - August 2023
        B.Eng in Computer Engineering
        Cumulative GPA: 4.43/5.0 → 3.713/4
        Relevant Coursework: Applied Computer Programming, Software Engineering, Artificial Intelligence

TECHNICAL SKILLS

Languages & Frameworks: Python/Django, Java, JavaScript, React, Node.js, TypeScript HTML/CSS, Flutter, WordPress
Databases & Tools: MySQL, PostgreSQL, Docker

WORK EXPERIENCE

TAFICASA   Lagos State, Nigeria
Backend Developer   January 2025 – Present
- Collaborated with a cross-functional team of 10 engineers to build and maintain Flux, a B2B supply chain platform that streamlines product receipt issuance and endorsement between merchants, lenders, and distributors.
- Engineered scalable RESTful APIs using Django, ensuring communication between web, mobile, and admin platforms.
- Spearheaded backend query optimizations that led to up to 65% faster response times on endpoints processing large data sets (up to 100,000 objects).
- Worked closely with frontend engineers to troubleshoot and resolve performance bottlenecks, reducing feature delivery times by 30% and helping the team consistently meet deadlines.
- Leveraged Swagger and OpenAPI schemas to generate comprehensive API documentation, enhancing developer efficiency by 30% and reducing future documentation time by 25%.

MITIGET ASSURANCE   Lagos State, Nigeria
Software Intern   December 2023 – October 2024
- Part of a team of 6 that tested and implemented an electronic POS application, enhancing transaction efficiency and used by over 500 retail outlets.
- Involved in the creation of a Governance, Risk, and Compliance (GRC) system, improving regulatory compliance for over 50 clients.
- Developed and maintained WordPress websites for the company and her clients, increasing web traffic by 40% and improving user engagement and satisfaction.

PRUNEDGE DEVELOPMENT TECHNOLOGIES   Lagos State, Nigeria
Software Trainee   April 2022 – Sep 2022
- Designed and implemented the core logic for a robust Library Management System, enhancing user accessibility and resource tracking.
- Developed a comprehensive Movie Rating System, optimizing user engagement and facilitating informed choices.
- Engineered and integrated APIs to streamline communication between diverse applications, enhancing system efficiency and minimizing errors.
- Collaborated with a team of 9 to deliver APIs and web applications used by over 100,000 users.

PROJECTS

DIAGNOSEME – DISEASE DIAGNOSIS MOBILE APPLICATION (View GitHub)   July 2023
- Designed and implemented a disease diagnosis app using a Naïve Bayes model.
- Also used Flutter as the frontend framework and Django as the backend framework

TASKIFY (View Live)   June 2024
- Task Management System built with MySQL, Express, React and Node.

BOUNCE (View Live)   September 2024
- E-commerce web application built with PostgreSQL, React and Django.