

## Joshua Olojede

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### EDUCATION

#### Bachelor of Computer Science, Software Engineering, with Co-op

September 2020 – Present

Carleton University, Ottawa, ON

- Current GPA, 9.57/12.00
- Expected Graduation April 2025

Availability May 2023 4,8,12 Months

### Technical Skills

Python, Java , C++ , C , HTML, JavaScript, CSS, Node.js, MongoDB, SQL

### WORK EXPERIENCE

#### Teaching Assistant (Abstract Data and Algorithms class)

September 2022 - December 2022

Carleton University, Ottawa, Ontario

- Utilized advanced spreadsheet functions to schedule office hours where students could be assisted in understanding course material
- Assisted students in debugging their code by using IDE debuggers and print statements and helped them fix errors in their code
- Provided support to students by drawing diagrams and reviewing data structures covered in class, enabling them to begin assignments with confidence

#### Cineplex Cast Member

June 2022 – December 2022

- Managed busy peak periods in the theater, including weekends and holidays. Prioritized tasks, communicated effectively with team members, and maintained a positive attitude under pressure. Improved customer satisfaction and increased sales revenue.
- Demonstrated exceptional customer service skills by addressing and resolving customer complaints and inquiries. Listened attentively to customers, empathized with their concerns, and provided solutions in a timely manner. Increased customer loyalty and positive reviews.
- Developed strong communication skills by providing clear and concise instructions to team members and collaborating with other departments. Actively listened to team members, provided feedback, and encouraged open communication. Improved teamwork and increased efficiency in daily operations.

### APPLIED PROJECTS

#### Songify Project (Language: C++)

November 2022 – December 2022

- Developed an application that mimicked music-sharing apps like Spotify, utilizing classes to represent albums, songs, and playlists
- Implemented multiple inheritance to optimize code reuse
- Utilized templates to achieve data abstraction and enhance the functionality of the program
- Created comprehensive ReadMe files to document code and facilitate understanding by other programmers

#### BookStore Database (Language: SQL, HTML, JavaScript, CSS)

January 2022 - February 2022

- Successfully implemented Bookstore Database using a sqlite3 database
- Demonstrated proficiency in SQL by formulating queries and executing them against the database
- Provided clear documentation of the project by including a readme.txt file, detailing the filename and folder location of the sqlite3 database
- Developed a user-friendly interface for the project by wrapping the database in a custom-designed web page, featuring input and output field labels with custom titles, in compliance

**BattleSnake** (*Language: Python*)**October 2021 - November 2021**

- Created battlesnake competition hosted at Carleton University using GitHub and Replit
- Implemented a function using BFS to make the teams' battlesnake find the best paths for food among its possible safe paths, enabling battlesnake to not die by losing health
- Merged pull request on GitHub to update battlesnake code to include the function

**Payment App Development Project** (*Language: Java*)**February 2021 - March 2021**

- Developed a GUI in Java for an electronic store's cashier system, incorporating OOP principles to optimize code reuse and prevent accidental modifications by users
- Utilized Java to design a user-friendly interface for non-technical users to interact with the program
- Successfully implemented a functional front-end and back-end for a cashier system, enabling efficient product sales through the GUI

**Extracurricular and Volunteer Experience**

- Volunteered at food drive hosted by my High School
- Motivated player in Intermural basketball team
- Partnered with local communities to conduct cleaning service at a park