

Uyi Michael Oronsaye

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EDUCATION

Concordia University – Gina Cody School of Engineering and Computer Science, Montreal, Canada
Bachelor of Engineering, Major in Software Engineering

WORK EXPERIENCE

Zetane Systems Inc., Kirkland, Canada May 2024 – September 2024
Software Developer Intern

- Proactively tested and debugged software, successfully identifying and resolving an average of five bugs throughout my internship, which contributed to enhanced system reliability and user experience.
- Designed and developed tools that were seamlessly integrated into the company's AI pipeline application, adding significant functionality and efficiency improvements.
- Worked collaboratively within cross-functional teams to deliver high-quality solutions, combining independent problem-solving with effective communication.
- Showcased a detail-oriented approach in software testing, ensuring the accuracy and performance of deployed features and tools.

CheckSammy, Dallas, US January 2022 – May 2023
Customer Service Representative (Dispatcher)

- Proactively handled urgent junk disposal orders across US and Canada regions, swiftly deploying teams to meet client demands with precision and speed.
- Efficient collaboration, and communication within the team to produce excellent results, whilst practicing autonomy in completing tasks
- Seamlessly orchestrated the dispatch of teams for urgent junk disposal across US and Canada regions, maintaining a high efficiency rate by successfully assigning 80% of the requests I handled, while consistently providing clients with real-time updates to ensure their complete satisfaction.
- Showcased excellent negotiation skills while paying attention to details, to get affordable pricing for our clients, and provide an adequate wage for local vendors.

Pragmatiste, Longueuil, Canada August 2021 – Present
Manager / IT support

- Provided support for two distinct campaigns, primarily focused on 1800Gotjunk and secondarily on the Canadian Red Cross.
- Guided and supervised a dynamic team of 10+ employees, overseeing scheduling, optimizing break times, and ensuring clear and impactful communication of our work ethos.
- Implemented targeted quality coaching sessions for agents, resulting in a remarkable 10% boost in the sales team's conversion rate.

Sales Agent. June 2020 – May 2021

- Handled inbound sales/customer service calls and provided excellent customer service for clients.
- Boosted Sales conversion rate of my team and maintained a monthly average of a 60% conversion rate, exceeding the target by 14%.
- Defused customer complaints while delivering top-notch support, securing high rates of customer retention.

RELEVANT PROJECTS

Concordia University September 2020-Present

- **Warzone Project:** This project involves simulating an online video game (Warzone) using C++. With focus on its backend components, I handle the implementation of the Game Engine system, Command Processing system, and the game loop. The project was very broad and provided us with an opportunity to use multiple coding paradigms, such as data structures and

algorithms (mainly graphs), and some behavioral design patterns such as the observer, and strategy pattern. Additionally, this collaborative effort enhanced my skills in version control using Git, project can be found on my GitHub repository.

- **Music Integration Database:** The Music Integration Database combines Spotify and Deezer data for artists, albums, and tracks. It features a consolidated table for easy access and efficient querying. It was designed to be a one-stop solution for music enthusiasts and, DBA's. The technology used for this project was a SQL RDBMS which was Oracle's MySQL, after creating our design, and our entity relationship, we utilized some Python script to scrape data from both the Spotify, and Deezer API. To test performance, we migrated our data via csv to a NOSQL database. The NoSQL database we used was neo4J's graph database. This project was very insightful and let us understand the concepts and advantages of both SQL, and NOSQL.
- **Car Rental Application:** This project involves creating a user-friendly web application that imitates an online car rental app. The main goal for this project is to engage in the lifecycle of a software program and strengthen our understanding of Devops. My team and I embarked on this as a greenfield project, adopting the Agile methodology to address the system requirements. This project required some technical aspects such as Implementing a DBMS, designing a server-side component, integrating frontend, and backend components, designing UI/UX. Additionally, the project required non-technical aspects such as implementing teamwork, code documentation, task sharing, frequent SCRUMs, constant client feedback, and deployable App after each sprint. We decided to use the MERN stack to complete the requirements, as well as some third-party APIs.

EXTRA-CURRICULAR ACTIVITIES

Vice-President Internals

January 2024-Present

National Society of Black Engineers (NSBE)
Concordia University, Montréal, QC

INTERESTS

Reading, Coding, Video Games, Music, Soccer, Fitness and Health, Drawing, Computer graphics, AI Applications.

TECHNICAL SKILLS

Languages: Object Oriented Programming (C++ and Java), C, Python, Web Development (HTML5, JavaScript, CSS), Prolog, Clojure, Lisp, React, NodeJS, ExpressJS, go

Version Control: Git, GitHub (<https://github.com/OGHO-SAYE>), Gitlab

DBMS: MySQL, PostgreSQL, Neo4j, MongoDB,

Additional: Docker, OpenGL, Data Structures and Algorithms, CMake, Microsoft Suite (Word, PowerPoint, Excel).