

DAMILARE OBAYANJU

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Target: **Front-End Developer Internship**

Results-driven self-starter and student of Dixie State University, currently pursuing a Bachelor's degree in Computer Science. Strong technical acumen and passion for building applications that optimize the user experience. Completed several application development projects, demonstrating proficiency in JavaScript, HTML, CSS and other technologies. Constantly learns about new technologies and maintains a commitment to quality and excellence. **Core competencies:**

- App Development Methodologies
- User Interface Improvement
- Design Thinking Principles
- Troubleshooting Technical Issues
- Designing, Coding & Testing Apps
- Programming Languages
- Interpersonal Communication
- Technology Trends / Innovation
- Technical Project Completion

EDUCATION, AWARDS AND AFFILIATIONS

Bachelor of Science in Computer Science, DIXIE STATE UNIVERSITY, St George, UT (Graduation in 2020) In Progress

- **Selected Coursework:** Computer Organization and Architecture, Programming in C++, Introduction to Algorithms and Data Structures, Object Oriented Programming, and Fundamentals of Programming
- **Awards:** International Merit Scholarship (based on academic performance) 2017 & 2018
- **Affiliations:** African Students Organization and Student Alumni Association August 2018-Present

Front End Nanodegree, UDACITY

In Progress

- **Projects:** Successfully developed applications using JavaScript, HTML, and CSS.

TECHNICAL SKILLS

JavaScript (Vanilla and ES6), HTML5, CSS, Python, C++, Jasmine, Gulp, Git/GitHub; maintains updated knowledge of new technologies and trends

TECHNICAL PROJECTS

Restaurant Reviews Application ▪ github.com/obayanju/mws-restaurant-stage-1

October 2018

- Achieved project goals by converting a static webpage to a mobile-ready web application using JavaScript, ensuring UI compatibility and adherence to all project requirements to optimize the user experience.
- Optimized responsiveness by making images accessible and using semantic elements and aria roles.
- Enabled use by service workers for offline first experience, ensuring every page user visit was cached.

Testing a FeedReader Application ▪ github.com/obayanju/frontend-nanodegree-feedreader

September 2018

- Tested synchronous and asynchronous features of an existing FeedReader application by implementing a test suite using the Jasmine Testing Framework.
- Assessed overall functionality and demonstrated proficiency in test-driven development and quality assurance.

Arcade Game (Udacity Frontend Nanodegree Project) ▪ github.com/obayanju/arcade-game

September 2018

- Cloned Frogger, a classic game, using art assets and game engine provided by Udacity.
- Maximized project outcomes by coding player, enemies, and various game entities in ES6 JavaScript.
- Created enemy child classes with a variety of movement patterns.

Memory Game (Udacity Frontend Nanodegree Project) ▪ github.com/obayanju/memory-game

August 2018

- Built a concentration game in JavaScript, HTML, CSS, and ESLint that allows users to flip and match cards.
- Implemented code to optimize game flow.