DAMILARE OBAYANJU

Saint George, UT ◆ (435) 680-7134 ◆ obayanjud@gmail.com

https://github.com/Obayanju ♦ https://www.linkedin.com/in/obayanju-d-963733b3/ ♦ https://medium.com/@damilhare
PROFESSIONAL SUMMARY
Talented learner willing to put in work to learning whatever I find interesting. Learned the importance of mastery after several failed attempts at learning.
EDUCATION —
Bachelor of Science: Computer Science, December 2020 Dixie State University Computer Organization and Architecture, Programming in C++, Introduction to Algorithms and Data Structures, Object Oriented Programming, and Fundamentals of Programming
Front End Nanodegree (In Progress) Udacity
JavaScript (vanilla and ES6), HTML5, CSS, Python, C++, Jasmine, Gulp, Git/GitHub
PROJECTS —
Restaurant Reviews Application - October 2018 https://github.com/Obayanju/mws-restaurant-stage-1 • Implemented offline first experience through service workers in JavaScript. • Every page the user visits is cached.
• Implemented responsiveness by making images accessible, use of semantic elements and aria roles.
Testing a FeedReader Application - September 2018
https://github.com/Obayanju/frontend-nanodegree-feedreader • Implemented a test suite using the Jasmine Testing Framework to test synchronous and asynchronous features of an already existing FeedReader Application.
Arcade Game - September 2018
https://github.com/Obayanju/arcade-game
• Clone of the classic game, Frogger. Udacity provided the art assets and game engine.
• Coded player, enemies, and other game entities in ES6 JavaScript.

- Created enemy child classes with different movement patterns.

Memory Game - August 2018 https://github.com/Obayanju/memory-game

- A concentration game where cards are flipped and matched.
- Built with JavaScript, HTML, CSS, and ESLint

AWARDS AND EXTRA-CURRICULAR ACTIVITIES

International Merit Scholarship - August 2017 - May 2018

• Received a scholarship for half my tuition based on academic performance.

African Students Organization and Student Alumni Association - August 2018 to Present