

Oreoluwa Adegbesan

613-400-3134 | oreoluwa626@gmail.com | [linkedin](#) | [github](#) | [Portfolio](#)

EDUCATION

Carleton University

Bachelor of Information Technology, Network Technology, Co-op Option

GPA 3.7/4.0, Dean's List, Relevant coursework: Data structures and algorithms, computer science courses, DevOps & Programming

Expected Graduation date: June 2024

Ottawa, ON

Aug. 2019 – Present

Algonquin College of Applied Arts and Technology

Advanced Technology Diploma in Computer Engineering Technology

Ottawa, ON

Aug. 2019 – Present

EXPERIENCE

Software Developer

May 2023 – September 2023

Warner Bros. Discovery

Ottawa, ON

- Designed and executed automated tests across diverse platforms, ensuring seamless functionality of streaming apps on various devices, contributing to a 25% reduction in defects.
- Resolved over 30 user-reported issues on the HBO Max Streaming App, enhancing overall user experience and satisfaction
- Collaborated with the device Integration team to contribute over 800 lines of code to the codebase using C++ and Java
- Created 80+ player tests and interface tests to ensure smooth playback experience and optimal user interaction
- Resolved issues with existing automated tests, resulting in a 30% increase in test reliability and accuracy
- Presented findings and recommendations to the team, contributing to informed decision-making processes and improving development efficiency by 15%.

Software Developer in Test

January 2022 – December 2022

Warner Bros. Discovery

Ottawa, ON

- Created over 100 tests, raised 75+ bugs, and followed up with the team to correct faults, ensuring timely product delivery.
- Played a key role in the testing phase for the launch of the Max app, ensuring its readiness for a seamless user rollout achieving zero critical defects at launch.
- Worked in an Agile-based environment using SCRUM, contributing to 26 sprints
- Identified, recorded, tracked, and thoroughly documented over 80 bugs.
- Worked on various test plans to assist in automated test development improving test coverage by 20%
- Performed thorough regression, sanity, and smoke tests on various devices, enhancing test accuracy by 25%.

PROJECTS

LEO Satellite Simulation Project | Python, Visual Studio, Git

August 2023 – April 2024

- Contributed to a team simulating Routing and Load Balancing in LEO Satellite Networks, actively addressing challenges presented by dynamic orbiting satellites
- Enhanced an existing LEO satellite simulation platform, introducing features like global ground traffic generation to mirror real-world data volumes and distributed routing using Uber's H3 library

Machine Learning Project | Python, Adversarial robustness Toolbox

January 2024 - April 2024

- Developed and implemented an Intrusion Detection System by creating a Machine Learning model
- Enhanced security protocols by integrating an Adversarial Machine Learning Framework

GoodStreams | JavaScript, PHP, CSS, Git

April 2023

- Collaborated with a team to develop GoodStreams, a website that allows users to keep personalized lists of movies/shows
- Implemented features for users to create and manage personalized lists of movies and shows, utilizing JavaScript and CSS for dynamic and responsive design.

Electronic Arts Software Engineering Program | Python, Pygame

July 2022

- Developed a new game based on changing the rules of Pac-Man by using Python code and open-source implementations

TECHNICAL SKILLS

- Proficient in the following programming languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, PHP
- Experience with GitHub, Docker, Xcode, Visual Studio, Android Studio, Jira, Test Rail, Jenkins, Ansible, Confluence, Kubernetes, VMware, Virtualbox, Wireshark, tcpdump, TCP/IP, UDP, OSPF, BGP, DNS, VLAN, postman, IntelliJ, Eclipse, Google Test(gtest), SNMP, Gherkin/Cucumber, CI/CD, Azure, Postman, Charles Proxy, React, Arduino, Cisco, GCP, Linux, node.js, flask, AWS, MERN