Oreoluwa Adegbesan

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EDUCATION

Carleton University   Ottawa, ON
Bachelor of Information Technology with Distinction, Network Technology, Co-op Option   Aug 2019 – Jun 2024
GPA 3.7/4.0, Dean's List, Relevant coursework: Data structures and algorithms, computer science courses, DevOps &Programming

Algonquin College of Applied Arts and Technology   Ottawa, ON
Advanced Technology Diploma in Computer Engineering Technology   Aug 2019 – Jun 2024

EXPERIENCE

Software Developer   Jan 2022 – Sep 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%.
- 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   Aug 2023 – Apr 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   Jan 2024 – Apr 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   Apr 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   Jul 2022
- Developed a new game based on changing the rules of Pac-Man by using Python code and open-source implementations

TECHNICAL SKILLS

- Programming Languages: Java, Python, C/C++, SQL, Ruby, JavaScript, Typescript, HTML, CSS, PHP
- Tools & Technologies: GitHub, Docker, Xcode, Visual Studio, Android Studio, Jira, Test Rail, Jenkins, Ansible, Confluence, Kubernetes, VMware, Virtualbox, Wireshark, tcpdump, TCP/IP, UDP, OSPF, BGP, DNS, OSPF, VLAN, Postman, IntelliJ, Eclipse, Google Test (gtest), SNMP, Gherkin/Cucumber, CI/CD, Azure, Charles Proxy, React, Arduino, Cisco, GCP, Django, PostgreSQL, MongoDB, Linux, Node.js, Flask, AWS, MERN