

Osanyem Osadebe

(437) 231-2329 • osanyemo@gmail.com • [/linkedin/osanyemosadebe](https://www.linkedin.com/company/osanyemosadebe) • osanyemo.com • [/github.com/Osanyem](https://github.com/Osanyem)

SUMMARY OF QUALIFICATIONS

- Final-year BSc. Computer Science Co-op student at Toronto Metropolitan University (CGPA: 3.87/4.33).
- 2 years of experience in software development (co-op), spanning quality assurance and feature implementation.
- Full-stack developer with a proven record of delivering high-engagement features, increasing user retention by 7%.
- Proficient in Java, Python, JavaScript, Elixir, and frameworks like Spring Boot, React, and Django.

EDUCATION

Toronto Metropolitan University	Toronto, ON
<i>Bachelor of Science in Computer Science</i>	<i>Sep. 2020 - Apr. 2025</i>
CGPA: 3.87/4.33	
<ul style="list-style-type: none">• Dean's List Award (3.67+ GPA)	

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, SQL, Elixir, HTML, CSS, C, C++
Frameworks: Django, Spring Boot, React, NextJS, Tailwind CSS, Protobuf/gRPC
Developer Tools: Docker, Jenkins, Git, AWS, JIRA, UNIX, Linux, GCP, Azure, MySQL

EXPERIENCE

Software Developer Intern	May. 2024 – Aug. 2024
<i>TheScore Media and Gaming Inc.</i>	<i>Toronto, ON</i>
<ul style="list-style-type: none">• Developed user engagement features using Elixir and the Phoenix framework, boosting 30-day retention by 7% across 100 thousand monthly active users.• Designed and implemented observability pipelines with Datadog, integrating custom metrics, distributed tracing, and real-time alerts to enhance system monitoring.• Engineered GraphQL APIs using Absinthe in Elixir, optimizing resolver patterns and eliminating N+1 query inefficiencies to improve performance.• Built a high-throughput data synchronization service, leveraging Kafka and PostgreSQL to process 50 thousand daily events, with version control managed via Git.	
Software Test Engineer Intern	Jan. 2023 – Aug. 2023
<i>TheScore Media and Gaming Inc.</i>	<i>Toronto, ON</i>
<ul style="list-style-type: none">• Played a key role in testing for the ESPN Bet launch across 16 U.S. states, using Charles log analysis to debug and ensure seamless functionality, contributing to a #1 App Store ranking with over 1 million downloads.• Automated 300 test cases for web and mobile platforms using Java and Python, reducing QA cycle time by 20%.• Minimized production bugs by 15% by conducting rigorous code reviews and leveraging TestRail and JIRA for advanced integration testing and defect tracking.• Optimized regression suite execution with parallel testing techniques, implemented in Java, cutting test run times by 13%.	
Software Engineer in Test Intern	May. 2022 – Dec. 2022
<i>TheScore Media and Gaming Inc.</i>	<i>Toronto, ON</i>
<ul style="list-style-type: none">• Improved test automation coverage by 15% using Selenium, Cucumber, and Java, leading to a 20% decrease in post-release defects across web and mobile platforms.• Built a CI/CD pipeline with Jenkins, streamlining smoke tests and regression suites while managing version control with Git and ensuring cross-browser compatibility via BrowserStack.• Led end-to-end testing strategy for 5 new features, achieving 85% test coverage by leveraging tools such as Android Studio for Android and XCUITest for iOS platforms.• Reduced test execution times by 4% by refactoring Java automation scripts and optimizing workflows, saving 4 hours per deployment cycle.	

PROJECTS

<u>Learning Management System</u> Java, Spring Boot, SQL, PostgreSQL
<ul style="list-style-type: none">• Built a REST API for a learning platform using Spring Boot, serving 15 REST endpoints for course management and achieving response times of less than 100ms.• Implemented role-based access control using Spring Security and JWT, enabling secure user authentication for three distinct privilege levels (admin, instructor, student).• Designed an optimized database schema with 10 related entities using Spring Data JPA, implementing custom queries to enhance query fetch performance.