Osanyem Osadebe

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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
Bachelor of Science in Computer Science   *Sep. 2020 - Apr. 2025*
CGPA: 3.87/4.33
- Dean's List Award (3.67+ GPA)

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, SQL, Elixir, HTML, CSS
Frameworks: Django, Spring Boot, React, Protobuf/gRPC
Developer Tools: Docker, Jenkins, Git, AWS, JIRA, UNIX, Linux

EXPERIENCE

Software Developer Intern   May. 2024 – Aug. 2024
TheScore Media and Gaming Inc.   *Toronto, ON*
- 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
TheScore Media and Gaming Inc.   *Toronto, ON*
- 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 **Kotlin** 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 **Kotlin**, cutting test run times by **13%**.

Software Engineer in Test Intern   May. 2022 – Dec. 2022
TheScore Media and Gaming Inc.   *Toronto, ON*
- Improved test automation coverage by **15%** using **Selenium**, **Cucumber**, and **Kotlin**, 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

Learning Management System | Java, Spring Boot, SQL, PostgreSQL
- 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.