Roland Ogunleye

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EDUCATION

Toronto Metropolitan University
Bachelor of Engineering in Computer Engineering *Sept. 2021 – Apr. 2025*

EXPERIENCES

Ryerson Rams Robotic (R3) Oct. 2022 –Apr. 2022
Toronto Metropolitan University

- Researched Robot Operating System (ROS) and MOVEit to optimize the development of a more efficient robotic arm for the R3 Design Team.

PROJECTS

Premier League Stat Application | *HTML/CSS, Javascript, Bootstrap, VS Code* Jan. 2023 – Feb. 2023

- Designed a Premier League application to display team standings and players' stats using HTML, CSS and Bootstrap for the front-end.
- Implemented API Football to request specific players information such as full name, age, appearances, goals and assists.
- Implemented automated processes to regularly update the 2022 English Premier League season standings.

Full Stack Application | *TypeScript, React, MongoDB, HTML/CSS, Express, Node.js* Aug. 2023 – Sept. 2023

- Created a full-stack MERN dashboard application with CRUD functionalities using the Refine framework and TypeScript. Designed the user interface with React components, Material UI, and Apexcharts for an interactive experience.
- Developed a dashboard application enabling users to create property listings with details and images, seamlessly integrating MongoDB for data storage and Cloudinary for image management. Generated visualizations and statistics based on property data.

3D RayTracer | *C/C++, Visual Studio* Jul. 2022 – Aug. 2022

- Designed a 3D RayTracer using geometric vectors to render spherical images of various materials including dielectrics and metals.
- Implemented vector addition, dot product, and utilized inheritance and operator overloading to generate ray tracing images in PPM image format.

Student Management System | *C/C++, mySQL, Visual Studio Code* Jul. 2022 – Aug. 2022

- Implemented a Student Management System using a mySQL database, C++, and Visual Studio.
- Designed the system to efficiently manage student personal information, courses, and student status.
- Utilized Visual Studio's Windows Form application to create an intuitive user interface with buttons, labels, text boxes, and data grids for information control and display.

Bookstore Application | *Java, NetBeans, JavaFXML, Scene Builder* Mar. 2023 – Apr. 2023

- Collaborated with a team to design and develop a JavaFX-based bookstore application using Java and FXML, implementing features such as sorting books and managing customer accounts, and processing orders.
- Implemented Java FXML to create an intuitive user interface for a JavaFX-based bookstore application, enabling seamless navigation and interaction with the store's inventory and customer account management features.
- Leveraged object-oriented design principles and patterns to architect and implement a scalable and maintainable JavaFX-based bookstore application.

TECHNICAL SKILLS

Languages: C/C++, JavaScript, TypeScript, HTML/CSS, Java, C#, Matlab
Developer Tools/ Frameworks: Git, GitHub, VS Code, Visual Studio, Jenkins, React, Node.js, Bootstrap, MongoDB, Express, Node.js, Material UI
Hardware: VHDL, Arduino Uno, Multisim, Oscilloscopes, Soldering, Logic Analyzers