Solomon Odeleye

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Summary

Adaptive Graduate Software Engineer with BSc (Hons) in Computer Science. Deep understanding of Scrum, software development and project planning. Experience in Java, JavaScript, Python, SQL and React.

Skills

Languages: JavaScript, Python, Java, SQL

Frameworks: Firebase, MongoDB, MySQL, NoSQL, React, Nodejs, Spring Boot, Jest, CRISP

Tools: Git, Windows, Linux, SAS Enterprise Miner

Education

BSc (Honours) Computer Science
De Montfort University – 2:1
Modules included: Object Orientated Design & Development, Data Mining, Fuzzy Logic & AI, Functional Software Development, Software & Security Management, Human-Computer Interaction, Agile Team Development, Computer Networks.

Key Projects

Haircut Booking Website (Jan 2024) – Demo

Created high-fidelity prototypes and implemented them using React, JavaScript and Material UI for my web application environment. Designs were strictly adhered to allow for fast iteration of modular React components. This was further improved by the usage of functional components, destructuring props, and custom hooks.

Used MongoDB as the back-end to create large and scalable datasets, with a growing customer base in mind. Additionally, used an aggregation pipeline within my backend to filter queried data in an efficient, readable, and easily modifiable manner.

To optimize the web application, React caching methods were used to avoid repeat computations of large calculations and re-rendering of components, which is the normal behaviour of Reacts' shallow comparison strategy.

Lastly within the MVC architecture of the application Java was used for controller operations such as managing CRUD operations to the database and implemented a search feature that allows clients to match and filter data from MongoDB in a convenient and secure way without giving direct operational access to the database.

Music Recommender Web Application (Aug 2023) – Demo

Created a responsive and UX-orientated web application that allows users to get recommendations of songs unique to the users' interests. Implemented using React, JavaScript and Chakra UI; this web app was built for dynamic, seamless user interaction from the ground up by converting Figma mock-ups into a fully functioning prototype suitable for desktop, tablet and mobile.

Used Firebase's Cloud Firestore to create a flexible and scalable back-end that uses custom Firebase security rules to limit client access controls, allowing me to create user-based access systems to keep data secure. Additionally, identity and access management (IAM) were also used to manage the access privileges of integrated REST APIs, adopting the security principle of least privilege.

Workflow for this web application consisted of using GitHub Actions with continuous integration in mind to immediately catch any errors. Lastly, I also used Test Driven Development (TDD) to run local unit tests as an extra verification layer before integrating code using Jest and React Testing Library.

Python Platformer University Project (May 2022)

Spearheaded a 4-person team that developed a 2D side-scrolling platformer game similar to Super Mario. Implemented using PyGame library; Object-Orientated (OO) designs and principles were used to manage collision detection and sprite AI behaviour. Additionally, standard python libraries such as OS were used to dynamically load 2D assets.

Hobbies

Sound Design, Animation, Guitar, Football, Video Games, Fitness