Solomon Odeleye

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GitHub
Portfolio

Summary

Dynamic and resilient Software Developer with experience in both front-end and back-end development, possessing a comprehensive understanding of industry-standard web and software development practices, coupled with proficiency in front-end frameworks, build tools, and version control systems. Back-end proficiency is demonstrated through projects leveraging Java and Python, complemented by certifications such as Oracle Certified Java Programmer. This background showcases my ability to drive innovative solutions in diverse environments.

Skills & Certifications

Certifications: **Oracle Certified Associate, Java SE 8 Programmer**

Languages: **HTML, CSS, SASS, JavaScript**, **TypeScript**, **Java**, **Python**, **SQL**, **MATLAB**

Frameworks: **React**, **Spring Boot**, **SolidJS**, **NodeJS**, **ExpressJS**, **Firebase**, **MongoDB**, **MySQL**, **NoSQL**, **Jest**, **Cypress**, **CRISP**

Tools: **Git**, **Windows**, **Linux**, **SAS Enterprise Miner**

Education

BSc (Honours) Computer Science
De Montfort University – 2:1

Modules included: Fuzzy Logic & AI, Object Orientated Design & Development, Data Mining, Functional Software Development, Software & Security Management, Human-Computer Interaction, Agile Team Development, Computer Networks.

Work Experience

Software Developer – (August 2024 – Present)

_nology, London

- Worked with senior developers and team members to identify technical challenges, while debugging and optimizing existing codebases to improve user experience and performance.
- Performed software testing, including unit, integration, and end-to-end tests using Jest and Cypress, to identify and fix bugs prior to deployment.
- Demonstrated proficiency across the whole tech stack by developing projects in multiple languages, including JavaScript, TypeScript, React, Node.js, Java, and Spring Boot.
- Engaged in Agile development cycles, participating in sprint planning, workflows, and daily standups to ensure timely delivery of client projects.

Personal Projects

CLI Snap Game (Tech Stack: Java) – Repository

An implementation of the classic card game "Snap".

- Features include the option to play against a computer or with multiple players as desired, a text-based user interface, and the capability to expand into various types of card games.
- Utilised fundamental object-orientated programming and design (OOP and OOD) concepts to develop efficient, flexible, and scalable code.

Live Football Web Application (Tech Stack: Vite, ReactTS, ExpressJS.) – Demo

A web application that requests and displays live and upcoming football results, updated in real-time.

- Integrated third-party APIs that adhere to CORS policy into client projects and developed custom APIs, adding new functionality and reducing development time.
- Utilized serverless anonymous functions for optimal and cost-effective scaling of the web app, eliminating the need for continuous server maintenance.

Haircut Booking Website (Tech Stack: MaterialUI, ReactJS, Spring Boot, MongoDB.) – Demo

A high-fidelity, full-stack prototype of a web app where users can book haircuts using a multi-page form.

- Developed by closely following custom Figma designs and utilizing Material UI, enabling rapid iterations of modular React components to efficiently create a responsive website that delivers a good user experience across all devices.
- Methods like destructuring props, custom hooks, and React caching techniques have been employed to optimise website re-rendering and provide built-in validation, ensuring memory efficiency.
- MongoDB was utilised to support large, scalable datasets, accommodating a growing customer base with the potential for numerous diverse bookings.