# **Oloruntimilehin Owoeye**

Timiowoeye@hotmail.co.uk | +447588701171| https://www.linkedin.com/in/timi-owoeye-14ba001b6/ | Github.com/TimiOwoeye

## **EDUCATION**

## The University of Nottingham

**September 2020 - July 2023** 

- Aerospace Engineering Graduate
- 3D printing dissertation (80%), Design and manufacture (76%), Aerospace propulsion (70%)

#### King Edwards VI Grammar School

September 2013 - April 2020

- A-level: Design and Technology A\*, Mathematics A, Physics A
- GCSEs: 7A\*s, 4As, (Mathematics A\*, English literature and language A)

#### RELEVANT EXPERIENCE

#### NHS | Data Officer | Broomfield Hospital

**July 2022 - September 2022** 

- Received and organised goods whilst rapidly adapting to the distribution of equipment after COVID-19. When a staff member retired, I was quickly changed to the distributor of equipment for the entire hospital due to my proven competence in **Excel**.
- Developed my technical data skills by using Excel to manipulate large amounts of data increasing my workload from 1 Large data sheet to 5 in under a week.

## **SOFTWARE DEVELOPMENT BOOTCAMP | Just IT**

November 2023 - February 2024

- Using skills such as **HTML**, **JavaScript**, and **CSS**, to create visually appealing and user-friendly interfaces after **debugging** and testing different code types.
- Experienced in **Database Design**, equipped with the ability to develop efficient and **scalable data structures** for robust applications. Also using **SQL** to access and manipulate databases.
- Became more adept in **Python**, leveraging its versatility for backend development and scripting tasks, contributing to the entire software development life cycle.
- Gained a further understanding of optimising algorithms, documenting code, and integrating solutions into web development projects. Also gaining a solid grasp of version control (Git/GitHub) as well as proficiency in System Development lifecycle & Methodologies, ensuring a comprehensive understanding of software development processes.

# 50 PROJECTS IN 50 DAYS | HTML, CSS JavaScript

July 2023 - August 2023

- Successfully undertook a comprehensive Udemy course centred around using CSS, HTML, and JavaScript to craft engaging and interactive web projects.
- Designed and constructed a diverse range of projects during the course, showcasing adeptness in leveraging CSS for styling, implementing structured HTML, and integrating dynamic behaviours using JavaScript.
- Translated theoretical knowledge into practical skills by creating responsive and visually appealing web interfaces, mastering seamless **user experience** through the blend of these foundational web technologies.

#### **PROJECTS**

# Live Weather App with API | Front-End

JavaScript | HTML | CSS

• Created a Weather App integrating the OpenWeatherMap API, I retrieved weather data for various cities based on user input. By integrating asynchronous JavaScript functions, I ensured seamless data retrieval and display, employing error handling mechanisms, I effectively managed cases of invalid city names, providing users with clear feedback. Additionally, I optimised the user interface for intuitive interaction, enhancing user experience. Through implementation and proficient utilisation of the API, I successfully delivered a robust and user-friendly Weather App.

## FimFlix Database | Back-End

SQL | Python

Utilised Python for SQLite database management, executing CRUD operations. Developed insertion and deletion subroutines for film
records, incorporating user input, as well as the implementation of a menu system for reading, adding, updating, deleting films, and
generating reports as well as integrating a log to track user search activities, facilitating effective monitoring and troubleshooting of
database operations.

# **Bug-Catcher Game | Front-End**

JavaScript | Node.JS | HTML | CSS

• Utilised JavaScript to develop a"Catch The Insect" game, incorporating features such as insect selection, **time tracking, and score calculation** whilst I implemented **event listeners** for user interaction and dynamic creation of insects with random movement patterns.

# **SKILLS**

- Technical Skills: HTML, CSS, JavaScript, react.js, Python, MongoDB, SQL, MS Excel, Adobe Photoshop, MS PowerPoint, MATLAB
- Interests: Photography, Mixed Martial Arts, Programming
- Languages: English (Native), French (advanced), Yoruba (intermediate)