Oluwatise Bodunrin

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SUMMARY OF QUALIFICATIONS

- A proactive team player with a keen enthusiasm for collaborative problem-solving.
- Proven track record of effectively contributing to team projects, showcasing adept time management skills
- Proficient in Microsoft Office applications like Microsoft Word, Excel, and PowerPoint.
- Experience with programming languages like Java, JavaFX, Typescript, C#, HTML, JavaScript, SQL and Python
- Skilled with applications such as GitHub, Git, Jira, .Net, Unity 6, VS Code, PowerShell, Supabase CLI and Unity 3D

WORK EXPERIENCE

Java Research Participant   **Sept 2024 – Jan 2025**
Western University, Ontario, Canada

- Demonstrated consistency and diligence to the tasks given over a course of 10 hours.
- Implemented effective time saving strategies to manage schoolwork along with the tasks given.

Software developer Intern   **May 2025 – current**
Knee2Me, Ontario, Canada

- Used typescript and CSS to develop an engaging streaks feature that you would see in Snapchat or Duolingo, this greatly improved the user experience and engagement of the product.
- Developed a reminder notification system using Resend, Supabase CLI, SQL, and JavaScript, enabling users to receive exercise reminders via email, this enhanced usability and encouraged daily exercise adherence.

PROJECTS

Website for Jobs and their information   **Nov 2024 – Dec 2024**
Western University, London, ON

- Used JavaScript and HTML to design a website that can display, organize and filter given Jobs and their information like requirements, posting date, description, etc.
- Users could also add their own job listing on the website by filling out of form with job details.

3D Parkour Game Project   **Jun 2025 - current**
Western University, London, ON

- Used C# and .Net to program the mechanics such as movement, jumping, landing and dodging attacks.
- Used the game engine Unity 3D to customize character designs, create animation sequences, and design fun and challenging levels.

Fantasy Adventure Game Project   **Feb 2025 – April 2025**
Western University, London, ON

- Collaborated with a team to create an interactive and exciting role play game, using C#, .Net and Unity.
- The game featured different roles such as Knight, Mage and Assassin, all with different animations, attack mechanics, movement speeds, health and attack power.
- The game also included enemy combat, items, and an Inventory.

EDUCATION AND AWARDS

Bachelor of Software Engineering   **Sept 2023 – Jun 2027**
Western University, London, ON   **GPA 4.0**

The Western Scholarship of Distinction	*2023*
Carmeta Thelma Hodges Western Continuing Admission scholarship for Black Students.	*2023*
Dr. Andrew N. Hrymak International Scholarship in Engineering	*2024*
Dybenko Future Shaper Award	*2024*