YEMI-OYEBOLA TOMILADE

linkedin/tomi | tomilade@gmail.com | github.com/Tomilade | Portfolio | +2349029575236

CAREER SUMMARY:

Software Engineer | B.Sc. in Computer Science. Passionate about Engineering solutions, Designing, Developing, and Maintaining Software Systems.

WORK EXPERIENCE:

VAS2Nets Technologies

Backend Engineer intern | April 2025 - present

- Collaborating with the team to debug, enhance, and maintain APIs and backend services in a production environment.
- Contributed to backend development using PHP, completing simple tasks like creating routes, handling form submissions, and working with databases.

Smarthivetechsolution

Front-End Intern | Feb 2025 - April 2025

- Collaborated with designers and backend engineers to refine features and improve user experience across web platforms.
- Transformed Figma designs into fully responsive and interactive interfaces using Next.js, ensuring cross-device compatibility and modern UI practices.
- Led the redesign of the Smart Hive SMS website, implementing new UI components and improving page speed and usability.
- Used Jira for task tracking, sprint planning, and cross-functional collaboration, keeping projects on schedule in a remote environment.

Semicolon Africa

Software Engineer (Trainee) | Feb 2024 - Feb 2025

- Developed and deployed real-world applications, applying software engineering best practices.
- Built full-stack projects using Java, Spring Boot, React, SQL, and MongoDB, ensuring scalable and maintainable solutions.
- Collaborated with a team to design and implement applications, following agile methodologies and best practices.
- Containerized multiple applications using Docker, improving consistency and simplifying deployment.
- Implemented CI/CD pipelines with GitHub Actions, automating builds and tests for efficient software delivery.
- Deployed applications to AWS, ensuring scalability and reliability in a cloud environment.

Freedom Migration (NYSC)

IT support | Nov 2023 - Oct 2024

- Assisted users via phone, email, or remote tools (e.g., AnyDesk) with login issues, software installations, and system configurations.
- Monitored systems and performed routine maintenance tasks such as updates, backups, and security checks to ensure reliability and performance.

Tulcan Energy resources limited

IT support | May 2022 - Oct 2022

- Provided technical support to staff, resolving hardware and software issues, ensuring seamless workflow.
- Created a troubleshooting document for common IT issues, reducing repeated support requests.
- Installed and configured essential software applications, improving system functionality.
- Performed weekly printer and system checks, preventing downtime and ensuring operational efficiency.

RELEVANT PROJECTS:

LeakSense - Gas Leakage Detection System

Capstone project | Dec 2024 - Feb 2025

- Collaborated in a team of two to develop LeakSense, a smart gas leakage detection system using ESP8266 (NodeMCU) and a gas sensor.
- Designed and implemented a mobile application with (React Native) for realtime gas monitoring and alert notifications.
- Integrated email notifications and a buzzer alarm to provide instant alerts in case of gas leaks
- Programmed the ESP8266 using C++ (Arduino IDE) to process sensor data and communicate with the mobile app.

SakuraSells - Art Sales ystem

Personal project | Aug 2024 - Oct 2024

- Developed a full-stack web application that allows users to upload, buy, and sell digital or physical art.
- Integrated Cloudinary for seamless storage and retrieval of artwork images.
- Implemented payment processing with Paystack, enabling secure transactions for both buyers and sellers.

EDUCATION:

B.sc in Computer Science

2019 - 2023 | Caleb University

SKILLS:

- Languages: HTML, CSS, JavaScript, Python, Go, Java, SQL, PHP
- Frameworks & Libraries: Spring Boot, Next.js, React, Nest.js, Laravel, Node.js
- Tools & Technologies: Git, GitHub, GitHub Actions, Docker, CI/CD, Microsoft Suite
- Soft Skills: Critical Thinking, Design Thinking, Problem solving, Communication Creativity, Teamwork & Collaboration