Calgary, AB, Canada

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TONI OSHO

PROFILE

- Passionate software engineer with strong foundation in systems programming and open-source development
- Proven experience in multiple programming languages including Python, C/C++, and JavaScript with focus on Linux environments
- Demonstrated leadership in managing development teams and delivering high-quality software solutions
- Excellent collaboration skills with experience leading development teams and working in Agile environments
- Self-motivated learner committed to advancing open-source technologies and enterprise software solutions

TECHNICAL SKILLS

- Programming Languages: PL/SQL, C++, SQL, C#, Java, JavaScript, Python, C
- Frontend: React, JavaScript, TypeScript, HTML5, CSS3, SCSS
- Backend: Node.js, RESTful APIs
- Operating Systems: Fedora Linux, Debian Linux, Windows
- Development Tools: Git, MS Visual Studio, Unity
- Web Technologies: React, HTML, CSS, JavaScript
- Database Systems: MySQL
  Development Methodologies: Agile development practices

EDUCATION

BSc, major in Computer Science   **University of Calgary**

EMPLOYMENT

Smart Data Warehouse   **Software Developer Intern**   **February 2024 to May 2025**

- Developed a full-stack application using React frontend with backend API integration
- Implemented RESTful API endpoints for data visualization dashboards
- Collaborated with senior developers using Agile methodologies for application development.
- Conducted comprehensive testing and quality assurance for web applications, ensuring adherence to web Implemented solutions using Python and JavaScript following open-source development methodologies
- Collaborated with distributed teams using Git version control and code review processes like open-source projects

Glass Gecko Games   **Software Developer**   **July 2022 to Date**

- Lead and manage a team of software engineers in Unity game development projects, providing technical guidance, code reviews, and mentorship to ensure high-quality deliverables and professional growth.
- Architect and plan software development workflows, establishing coding standards, version control protocols, and development pipelines to optimize team productivity and code maintainability
- Manage business operations including client communications, project scoping, budget planning, and resource allocation to ensure profitable project completion and sustainable company growth
- Design and oversee implementation of core game systems and mechanics using C# and Unity engine, making critical technical decisions regarding performance optimization, scalability, and user experience.

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Rhema-Gold Physiotherapy   **Information Technology Support Lead**   **December 2023 to Date**

- Coordinated and maintained accurate office records, ensuring data integrity. Performed data entry and document scanning, applying attention to detail to maintain high-quality data standards.
- Supported company operations by managing tasks requiring technical understanding, including troubleshooting minor technical issues and running critical errands to maintain office supply and functionality.
- Responded to customer inquiries, providing technical assistance and information to enhance user experience and support business objectives.
- Conducted Website reviews and optimization.

RELEVANT COURSEWORK

- **Data Structures & Algorithms**: Gained proficiency in constructing fundamental data structures, encompassing stacks, trees, hash tables, and graph structures.
- **Computer Networks:** Studied telecommunications and computer networking infrastructures. Utilized Internet protocols in practical exercises. Implemented TCP and UDP file transfer protocols.
- **Data Base Management Systems:** Learned and applied database design and back-end system management. Built a full-scale web application with React and MySQL.

ACADEMIC PROJECTS

- **Music Playing Web App and Data base:** (Academic Project)
- Front and Back-end development
- Developed complete web application using React frontend and Node.js backend with MySQL database
- Assisted in back-end development by writing SQL queries and optimizing database interactions, improving data retrieval efficiency and application performance.
- Utilized Git for version control and collaborative development

- **UDP File Transfer Program:** (Academic Project)
- Developed a UDP-based file transfer application to send files over a network.
- Implemented functionalities for file segmentation, packet transmission, and reassembly on the receiver's end.
- Optimized for efficiency and reliability by incorporating error detection and packet loss handling

PERSONAL PROJECT

- **Scale the Depths** (Personal Project)
- Lead Programmer, Sound Designer, Composer.
- Spearheaded the development using C# and Unity for core game mechanics and performance.
- Crafted immersive soundscapes and original music. Managed a multidisciplinary team, overseeing project milestones and delivery to maintain high quality standards.