

Adekore Balogun

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EDUCATION

Carleton University | Ottawa, ON
Bachelor of science in Computer Science
Associations: ColorStack

Expected April 2027

GPA 9.84 / 12

WORK EXPERIENCE

Hybrid - Frontend Developer Intern
AllCO Insurance Plc

May 2025 – Present
Lagos, Nigeria

- Developed responsive and accessible web interfaces using Angular, SCSS, TypeScript, and HTML.
- Integrated RESTful APIs to render dynamic data in customer-facing applications.
- Implemented Angular Reactive Forms with robust validation and input handling.
- Participated in Agile ceremonies including daily stand-ups and sprint reviews

PROJECTS

FlowDoc | TypeScript, Next.js, Node.js, OpenAI API, React

- Built an AI-driven tool that auto-generates internal documentation for codebases by analyzing source code, comments, and developer notes.
- Implemented a summarization engine using the OpenAI API to generate function-level and file-level summaries.
- Supports summarizing imported libraries, generating READMEs, and producing developer-friendly technical documentation.

MiniArchi | NextJS, openAI API

- Built MiniArchi, an AI-powered chatbot tailored for architecture professionals and enthusiasts.
- Integrated OpenAI's GPT-4 via the OpenAI API in Next.js API routes to generate context-aware design guidance, material suggestions, and historical reference.
- Developed a streaming chat interface with hooks input handling, and real-time response rendering

Java Spotify Mimic (Music Manager) | Java, Object-Oriented Programming, JavaFX

- Developed a Spotify-like music management application with features for playback control, playlist creation, and library organization.
- Implemented track search, play queue management, and metadata handling using encapsulation, inheritance, and interfaces.

C++ Media Manager | C++, Object-Oriented Programming, Linux

- Created a media management system supporting multiple channels, audio playback, and simulated video streaming functionality.
- Employed inheritance and polymorphism to handle diverse media types, implementing classes for channels, codecs, and playback controls.
- Developed a command-line interface for library navigation and playback settings, optimized for Linux environments.

Snake Game | Python, Tkinter

- Created a GUI-based Snake game with keyboard control and dynamic rendering.

TECHNICAL SKILLS

Languages | Python, Java, C, C++, JavaScript, TypeScript, HTML, CSS

Frameworks | Next.js, Node.js, Angular, JavaFX, Tkinter

Developer Tools | Git, GitHub, Visual Studio Code

Core CS Concepts | Data Structures, Algorithms, Recursion, Dynamic Programming, Time Complexity Analysis