

# 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
- Collaborated with UI/UX teams to translate designs into functional features, as well as building landing pages.

## PROJECTS

**Portfolio Website** | HTML, CSS, JavaScript

- Designed and deployed a personal portfolio site to highlight software projects and skills.
- Ensured mobile responsiveness and cross-browser compatibility using CSS media queries.
- Added interactive navigation and external links using JavaScript for an engaging user experience.
- Ensured responsiveness across devices with effective media queries and layout design.

**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GPT-4 via the OpenAI API in Next.js API routes to generate context-aware design guidance, material suggestions, and historical reference.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.
- Employed object-oriented programming principles for modular code structure.

## TECHNICAL SKILLS

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

**Frameworks** | Angular, JavaFX, Tkinter

**Developer Tools** | Git, GitHub, Visual Studio Code