Anuoluwapo G. Oyetibo

https://www.linkedin.com/in/anuoluwapo-oyetibo | https://github.com/Aoyetibo557 | https://anuoluwapo-oyetibo.herokuapp.com

EDUCATION

City University of New York, College of Staten island   Staten Island, NY

Bachelor of Science in Computer Science   Expected December 2021

Relevant Coursework:

Discrete Mathematics and Algorithms, Data Structures, Internet of Things, Artificial Intelligence, Advanced Web Development, C++ Programming, OOP

SKILLS

Programming: JavaScript, Java, C#, C++, HTML, CSS, php, MySQL, Solidity, Node.js, Express

Frameworks & Libraries: Glimmer, Ember, NPM, React Js, JavaFx, Bootstrap, MaterialUI, ASP.Net

Technologies: Git/GitHub, Adobe Lightroom, Adobe Photoshop, Visual Studio Code, Visual Studio, Eclipse

PROFESSIONAL EXPERIENCE

NYC Blockchain Center Brooklyn NY

Software Engineering internship   July 2020 – Sep 2020

Learned and built blockchain technology centered around crypto currency.

- Used in-demand technologies like Solidity and NextJs
- Applied industry best practices for keyword and phrases web scraping and data storage with Redis time series, a key value database storage system.
- Worked with the team responsible for developing the infrastructure that would allow banks to work with solidity contracts while allowing users to process secure bitcoin transactions.

TECHNICAL PROJECTS

BookMart - *May 2020* (HTML, CSS, JS)

- Developed an interactive and dynamic web application in a team of 2 that allowed users to retrieve information about available books.
- The goal was to display knowledge of backend programming with PHP and MySql, that would allow users to retrieve data from a database securely while also preventing SQL injections and attacks.
- We built the user interface with HTML, CSS and JavaScript.

PixelLogic - *May 2020* (Java)

- Developed an interactive memory matching game in a team of 3, using Java and JavaFx
- Implementing knowledge of OOP, my team and I were able to create a game where a player had to deduce a pattern based on the given numbers. The result of the project was an understanding of JavaFx, GUI's and expansion of my knowledge of OOP.

WebArt - *October 2019* (HTML, CSS, JS)

- Developed a dynamic website to display miniature replicas of famous art works and pieces in an online store-based system.
- The goal was to create an interactive UI design using a grid system and flexbox.

Spotify Clone - *October 2020* (ReactJs)

- Built a clone of the Spotify app using ReactJs, MaterialUI, React Icons and Firebase for user authentication and hosting..
- This project was built to gain a better understanding of how context API works.

WhatsApp Clone - *January 2021 (React MERN Stack)*

- Built a whatsapp clone using react and MERN stack. Using pusher to make mongoose a realtime database that updates the frontend when a change occurs in the collection in the database.

SUPPORTING EXPERIENCE

Cuny Csoc Program   College of Staten Island, NY

Peer Leader   September 2020 – Now

- Assist students in preparing for job interviews, finding interviews and resume building.

ASSOCIATIONS & INTERESTS

CUNY tech Incubator, September 2019 – Nov 2020

ColorStack, Jan 2020 – Now   **Interests:** Photography, Music, Video games