Daniel Oyasodun

Newark, New Jersey

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Education

New Jersey Institute of Technology Newark, NJ

Bachelor of Science in Computer Science *Sep. 2022 – Aug. 2025*

Relevant Coursework: Data Structures & Algorithms, Database Systems, Object-Oriented Programming, Software Engineering, Probability & Statistics, Operating Systems, Data Science

Technical Skills

Languages: Java, Python, C/C++, C#, Kotlin, JavaScript/TypeScript, Bash, HTML, R
Frameworks & Tools: React, Next.js, Django, Laravel, REST, GraphQL, Git, Docker, AWS
Databases: PostgreSQL, MongoDB, DuckDB
Operating Systems: Windows, Linux/Unix, Android

Experience

Backend Software Engineer Intern July 2025 - Aug. 2025

B The Cause *Remote*

- Built backend infrastructure for an AI-powered educational platform that analyzes student traits to identify academic and social development gaps, serving underserved youth and their support networks.
- Streamlined database operations with zero-downtime MariaDB migrations and refactored PHP/Laravel code, reducing complexity by 30% and accelerating feature deployment for personalized learning tools.
- Developed automated testing suite for API endpoints serving student assessment data, ensuring reliable delivery of insights to parents, teachers, and mentors coordinating student support.
- Collaborated with frontend team to integrate REST APIs powering real-time dashboards that enable stakeholders to access student progress data and coordinate holistic interventions.

Computer Science Tutor June 2023 - Aug. 2023

New Jersey Institute of Technology *Newark, NJ*

- Led coding workshops for 35+ students, improving class-wide assessment scores by 20% and mentoring students in debugging and problem-solving.
- Designed tailored study plans and interactive programming exercises to reinforce core computer science concepts and coding fundamentals.
- Conducted regular progress assessments and delivered actionable feedback, resulting in measurable improvement in student quiz and project performance.

Projects

Fantasy Sports GM Assistant | Repository Sept. 2025 – Present

Next.js, Typescript, FastAPI, LLM

- Designing an AI-assisted Fantasy Sports GM platform that integrates live league data with LLM-generated analysis to provide real-time insights, trade suggestions, lineup optimizations, and narrative-driven advice for smarter roster and strategy decisions.

Sports Data Analytics Repository | Repository Feb. 2025 – Present

R, Python, Machine Learning, Computer Vision, Data Visualization

- Created repository featuring 10+ visualization types (shot charts, heatmaps, radar plots, diamond charts) translating complex NBA and EPL statistics into accessible insights for diverse audiences.
- Applied K-means and other ML models to analyze player performance and team composition, enabling automated clustering and trend detection.
- Built computer vision analysis tools and statistical modeling scripts to process raw sports data, generating clean, reproducible visualizations that bridge the gap between advanced analytics and fan-friendly presentation.

NBA Snapshot — Real-Time Android Score Tracker | Repository | Demo Nov. – Dec. 2024

Kotlin, XML, Room, Coroutines

- Engineered native Android application delivering real-time NBA scores with sub-1-second updates and seamless offline functionality through Room database caching and intelligent data synchronization.
- Optimized network performance using Kotlin coroutines for asynchronous API calls, reducing data usage by 40% and improving battery efficiency through strategic background processing.
- Applied MVVM architecture to improve maintainability and efficiency.

Explore additional projects danieloyasodun.com