Daniel Oyasodun

Newark, New Jersey

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EDUCATION

New Jersey Institute of Technology   Newark, NJ
Bachelor of Science in Computer Science   *Expected August 2025*

TECHNICAL SKILLS

Programming Languages: Java, Python, C, C++, HTML, JavaScript, Kotlin, XML
Operating Systems: Windows, Linux, Unix, Android
Technologies & Frameworks: Pandas, NumPy, React, Next.js

EXPERIENCE

IT Volunteer   May 2023 – Present
CDHDM   *Union, NJ*

- Diagnosed and resolved Windows hardware/software issues, reducing system downtime by 30% and improving IT efficiency.
- Conducted hands-on training sessions, enhancing staff digital literacy and decreasing recurring IT issues by 25%.

Computer Science Tutor   June 2023 - Aug. 2023
New Jersey Institute of Technology   *Newark, NJ*

- Led Java & Python workshops for 35+ students, boosting assessment scores by 20% through personalized study plans and coding exercises.
- Developed tailored study plans and interactive coding exercises, strengthening students' confidence and problem-solving skills.

PROJECTS

Sports Data Visualization | *R, Python, Data Visualization* | Repository | Ongoing   Feb. 2025 – Present

- A collection of projects and experiments to practice and learn data visualization techniques using R and Python.
- Exploring sports data across various disciplines, including the NBA, the EPL, and other sports, to create visualizations such as shot charts, heatmaps, and performance analysis graphics.
- Developing a deeper understanding of data storytelling and sports analytics to effectively present complex data and insights.

LinkUp | *TypeScript, Tailwind CSS, React, Next.js* | Repository | Website   Jan. 2025

- Developed a scalable social media platform with real-time posts and media uploads.
- Optimized server-side rendering (SSR) and lazy loading, improving server response time by 30% and ensuring seamless content delivery
- Integrated Neon (PostgreSQL) for scalable database management, Clerk authentication for secure user sign-ups and Uploadthing for seamless image uploading.

NBA Snapshot | *Kotlin, XML* | Repository | Walkthrough   Dec. 2024

- Built an Android app for real-time NBA scores and analytics via ESPN's API, leveraging Room caching to reduce load times by 40%.
- Implemented Room database caching for offline access, reducing API calls and improving app performance.
- Used Kotlin coroutines for efficient background processing, ensuring smooth UI interactions.

Fighting Game | *HTML, JavaScript* | Repository | Game   May 2024

- Developed a 2D fighting game using HTML5 Canvas and JavaScript, featuring collision detection, physics-based animations, and smooth character movements.
- Applied Agile development principles, using sprint-based feature releases to iteratively refine mechanics and UI.
- Designed intuitive gameplay mechanics and a responsive UI, ensuring a seamless player experience.