Daniel Oyasodun

Newark, NJ

do38@njit.edu | (973) 474-0055 | LinkedIn | GitHub | Portfolio

Education

New Jersey Institute of Technology — Newark, NJ
Bachelor of Science in Computer Science — *Sept. 2022 - Aug. 2025*
Relevant Coursework: Data Structures & Algorithms, Database Systems, Operating Systems, Software Engineering

Technical Skills

Languages: Python, TypeScript, JavaScript, Java, C/C++, SQL, R
Frameworks & Libraries: React, Next.js, FastAPI, Django, scikit-learn, PyTorch
Data & Visualization: Pandas, NumPy, Matplotlib, Tableau
Infrastructure: AWS, GCP, Docker, PostgreSQL, MariaDB, Redis, Git

Experience

B The Cause — June 2025 - Aug. 2025
Backend Software Engineer Intern — *Remote, US*

- Built and deployed a Dockerized REST API backend for an AI platform that analyzes student development data and identifies learning gaps.
- Designed a MariaDB database schema and comprehensive test suite that helped the team ship features faster and with fewer bugs.
- Optimized database indexing and queries to support concurrent classroom access without performance degradation.

New Jersey Institute of Technology — Jan. 2024 - May 2024
Undergraduate Research Assistant — *Newark, NJ*

- Analyzed athlete injury records using Python to identify correlations between training load and injuries for evidence-based prevention research.
- Built automated data cleaning pipelines for multi-season datasets and created visualizations that informed new rehabilitation protocols.

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

- Taught Python and Java fundamentals through one-on-one sessions and group workshops, helping students build confidence with programming concepts and assignments.

Projects

Fantasy Football GM Assistant — Data Pipeline + Full-Stack App | Repository | Website
Next.js, TypeScript, Python, FastAPI, Redis, LLM

- Built a full-stack platform that processes live ESPN Fantasy data into interactive dashboards with an AI chatbot for league strategy.
- Implemented Redis caching to speed up frequently accessed data during high-traffic periods like gameday.
- Deployed for my fantasy league (12 active users) and iterated weekly based on user feedback throughout the season.

Sports Data Analytics Repository | Repository
Python, R, scikit-learn, Tableau, GitHub Actions

- Automated weekly processing of player statistics with GitHub Actions to keep dashboards current.
- Trained machine learning models to forecast NBA wins and cluster players by performance style.
- Created visualizations exploring player efficiency, defensive impact, and positional trends across leagues.

NBA Snapshot — Real-Time Android Score Tracker | Repository | Demo
Kotlin, XML, Room Database, Coroutines, REST API

- Developed an Android app tracking live NBA scores with offline caching via Room database.
- Optimized performance to handle multiple simultaneous live game updates using background coroutines.
- Implemented MVVM architecture with LiveData for responsive UI updates.

Simple Pascal-Like Compiler — C++ Compiler Design Project
C++, Recursive Descent Parsing, AST

- Built a compiler for a Pascal-inspired language handling lexing, parsing, and program execution.
- Implemented variable scoping, expression evaluation, and syntax error reporting.
- Tested against diverse programs to ensure reliable handling of different coding patterns.

Explore additional projects at danieloyasodun.com