

Daniel Oyasodun

Newark, NJ

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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 using Laravel (PHP) 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

- Designed and built SQL databases to organize and query athlete injury records for pattern analysis.
- 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