

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, Spring Boot, PyTorch, scikit-learn

Data Science & Visualization: Pandas, NumPy, Tableau, Power BI, Matplotlib

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 Dockerized REST API backend powering an AI platform that analyzes student development data and identifies learning gaps, cutting query latency by 35%.
- Designed a robust MariaDB schema and test suite with 80% coverage, accelerating sprints by two weeks.
- Optimized database indexing and query patterns, reducing peak-hour response times by 40% and enabling concurrent access for 50+ simultaneous users.

New Jersey Institute of Technology

Jan. 2024 - May 2024

Undergraduate Research Assistant

Newark, NJ

- Analyzed 500+ athlete injury records using Python to identify load-injury correlations for guided research on evidence-based prevention strategies.
- Automated data cleaning pipelines processing multi-season datasets 40% faster, visualizing 3 injury trends that informed new rehabilitation protocols.

New Jersey Institute of Technology

June 2023 - Aug. 2023

Computer Science Tutor

Newark, NJ

- Mentored 50+ students in Python and Java across 100+ hours of sessions and workshops, improving lab completion rates by 25% and exam scores by 15%.

PROJECTS

Fantasy Football GM Assistant — Data Pipeline + Full-Stack App | [Repository](#) | [Website](#)

Next.js, TypeScript, Python, FastAPI, Redis, LLM

- Built full-stack ETL and chatbot platform processing live ESPN Fantasy data for interactive dashboards.
- Improved API throughput by 40% through Redis caching and optimized queries for high-traffic requests.
- Deployed production app for 12-person fantasy league, iterating weekly on user feedback to improve AI accuracy by 30% and ship 5+ feature requests over 17-week season.

Sports Data Analytics Repository | [Repository](#)

Python, R, scikit-learn, Tableau, GitHub Actions

- Automated processing of 1K+ weekly player records with Python + GitHub Actions, updating real-time dashboards.
- Trained regression and clustering models ($R^2=0.91$) to forecast NBA wins and group 500+ players by performance.
- Delivered 15+ visualizations highlighting efficiency, defense, and positional trends across leagues.

NBA Snapshot — Real-Time Android Score Tracker | [Repository](#) | [Demo](#)

Kotlin, XML, Room Database, Coroutines, REST API

- Developed real-time Android score tracking app with offline caching via Room database and background coroutines.
- Optimized RecyclerView rendering and API concurrency to handle 30+ simultaneous live updates smoothly.
- Implemented MVVM architecture and LiveData bindings, reducing UI update latency by 30%.

Simple Pascal-Like Compiler — C++ Compiler Design Project

C++, Recursive Descent Parsing, AST

- Built lexer, parser, and interpreter for a Pascal-like language using recursive descent parsing and AST evaluation.
- Implemented custom grammar rules, variable scoping, and expression evaluation to execute user-defined programs.
- Designed error handling and debugging features enabling real-time syntax feedback for 100+ test programs.

Explore additional projects at danieloyasodun.com