

David Olaniyan

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EDUCATION

Western University - London, ON

Bachelor of Software Engineering with Co-op - May 2024

TECHNICAL PROJECTS

Realtime Chat Application - [Website](#)

Creating a Realtime chat app with React, Socket.io and Express

- + Front-End built using react
- + Rooms created using socket.io
- + Implemented Express to handle Back-End
- + Deployed using Heroku

Traffic Intersection Analysis - [Github](#)

Capstone project, working with machine Learning to fix traffic congestion.

- + Aims to develop an innovative traffic management system that utilizes heat maps to visualize traffic density at specific intersections
- + Employ image processing techniques with YOLO
- + Use data analytics to create heat maps from pictures or traffic data with the pandas library from python
- + The effectiveness of the heat map-based traffic management system will be evaluated through simulations and real-world tests
- + Aimed at creating a backbone for even larger systems that will eventually require this tool
- + Aimed to be embedded into real traffic intersections where images can be taken of each intersection for more effective data usage

Pokémon Game - [Github](#)

Recreating Pokémon from scratch in Unity

- + Built with Unity's Game engine
- + Implemented inventory system, catching system, battle system, Pokémon party system
- + Utilizing scriptable objects in Unity
- + Implemented quest system
- + Implemented buy/sell system
- + Implemented Sound system

EXPERIENCE

Synamedia Software Engineer Intern, May 2022 - August 2023

- + Fulfilled responsibilities while working in a remote environment and effectively collaborated with engineers in different time zones. Worked in a full-stack development capacity engaging with front-end, UI design, backend development, and cloud deployment through AWS
- + Integrated the eRDk stack across a wide range of broadband and video devices
- + Created API's for Synamedia's Gravity project
- + Worked on creating automated release notes along with working with GitHub actions to automatically update our release version
- + Made company webpage responsive along with various other UI & UX work
- + Updated company webpage to track user interaction to help recreate bugs to assist the QA team
- + Created a custom ESLint rule along with Github Action to make sure users were alerted to add in the missing field inside pull requests.
- + Created Subsystem tests for our Backup & Restore API, along with creating an S3 bucket that allows simulated device to perform the backup & restore.

SKILLS

+React, Version Control, JavaScript, Java, HTML/CSS, C#, Unity, Microsoft Word & Excel, Python, MySQL, NodeJS, Express, C++/C, Cisco Packet Tracer, GitHub Actions, Docker, Kubectrl, MongoDB, Vue.js, Quasar Framework, ESLint, Flutter, Dart, Jira, AWS Amplify, AWS Lambda, Amazon S3, OpenGL, GCP, YOLO8