David Olaniyan

Canada | davidolaniyan8@gmail.com | GitHub | LinkedIn | Portfolio

SKILLS

Programming Languages: Python, JavaScript (ES6+), TypeScript, C#, Java, HTML/CSS

Web Development: React, Vue.js, Quasar, Node.js, Express.js, Next.js

Cloud & DevOps: AWS, GCP, Kubernetes, Docker, GitHub Actions

WORK EXPERIENCE

Freelance – Self-Employed **Remote**
Full-Stack Developer **December 2024 - Present**

+ Clients: ProhibitionYYC, Dataannotation, Calgary Commercial Venture Group, Elite Tutoring
+ Shipped client sites with Next.js & typescript and CI/CD, reducing publish time and improving Core Web Vitals.
+ ProhibitionYYC: SEO/performance tuning to reach top-3 for speakeasy keywords; launching sister brand site using a reusable content model.
+ Integrated booking/embeds, secrets management, error/uptime monitoring, and analytics to boost reliability and owner visibility.
+ DataAnnotation: Trained/evaluated LLMs, writing/rating prompts and red-teaming to improve dataset quality and reduce rework.
+ Calgary Commercial: Built a CMS-driven real-estate platform (Next.js + Sanity) with automated PDF→Sanity listing ingestion, SEO schema, and analytics, publishing listings in minutes.

Synamedia **London**
Software Engineer Intern **May 2022 - August 2023**

+ Accelerated software release cycles by 30% through the automation of GitHub Action workflows, eliminating 70% of manual processes.
+ Engineered scalable RESTful APIs for the Gravity project, facilitating seamless data exchange between services and boosting system scalability.
+ Enhanced the company's web presence by implementing a mobile-first approach, leading to a 5% increase in user satisfaction scores and higher engagement metrics.
+ Optimized quality assurance workflows by integrating custom ESLint rules and GitHub Actions, reducing code review times and ensuring adherence to coding standards across teams.
+ Strengthened disaster recovery capabilities by designing and deploying a robust backup and restore solution using AWS S3, cutting downtime during system failures.
+ Improved bug identification and resolution efficiency by 15% through enhanced user interaction tracking on the company's webpage, enabling the QA team to respond faster.
+ Enhanced user experience and site analytics by integrating advanced tracking mechanisms, enabling data-driven improvements to interface design.

PROJECTS

Connect 4 Multiplayer Game - Website GitHub

+ Planned and implemented scalable frontend/backend architecture with synchronized game state across clients using Socket.IO, Node.js, and React. Deployed on Render with a focus on testability and maintainability.
+ Built an "Impossible" AI using Minimax with alpha-beta pruning, enabling near-perfect play significantly increasing player engagement and replayability.
+ Integrated real-time socket communication to sync game state between clients, including rematch requests, move broadcasting, countdown timers, and player disconnection handling.
+ Designed a modular and extensible architecture to support future features, including persistent win/loss tracking via local storage or integration with a backend database.
+ Handled real-world multiplayer edge cases, including duplicate player names, mid-game disconnections, invalid game codes, and premature exits, ensuring a resilient and polished player experience.

Traffic Intersection Analysis - GitHub

+ Engineered a scalable traffic management system that integrates real-time traffic data streams using a modular and event-driven architecture.
+ Built a heat map generation pipeline leveraging YOLO-based image recognition and Python analytics (Pandas, NumPy) to identify congestion patterns and optimize traffic flow.
+ Designed and prototyped a streaming-capable architecture to support live traffic monitoring and automated data ingestion from future real-time sources such as IoT sensors, city traffic cameras, and API feeds.
+ Developed high-performance data pipelines to process traffic analytics, enabling batch and near-real-time insights for city planners.
+ Simulated complex urban traffic conditions to validate model accuracy under high-density scenarios, improving ML scalability and fault tolerance.

EDUCATION

University of Western Ontario **London, ON**
BE - Software Engineering with co-op 2024