

David Olaniyan

davidolaniyan8@gmail.com | Portfolio | GitHub | LinkedIn

SKILLS

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

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

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

EXPERIENCE

Founder & Technical Lead DTO Freelancing – Remote

December 2024 – Present

- Founded and operated an independent digital consultancy delivering end-to-end software platforms for commercial and consumer clients, partnered with a digital marketing studio to align technical execution with growth and business strategy.
- Served as technical owner and primary point of accountability, leading projects from requirements discovery and solution design through production deployment and post-launch optimization.
- Translated business goals, operational constraints, and risk considerations into scalable system architectures, balancing delivery speed, reliability, and long-term maintainability.
- Designed architecture, developed, and deployed full-stack solutions using TypeScript and modern web frameworks, supported by CI/CD pipelines and automated quality checks to reduce release risk.
- Designed structured data models and automated workflows that support analytics, performance monitoring, SEO insights, and data-driven decision-making while reducing manual processes for non-technical stakeholders.

Software Engineer Intern Synamedia – London, Ontario

May 2022 – August 2023

- Accelerated software release cycles by 30% through the automation of GitHub Action workflows, eliminating 70% of manual processes.
- 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.

PROJECTS

Traffic Intersection Analysis

GitHub

- Engineered a scalable traffic management system that integrates real-time traffic data streams using a modular and event-driven architecture.
- 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.

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.
- 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.

EDUCATION

University of Western Ontario – BE in Software Engineering with co-op

June 2024