

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

Full-Stack Developer

Remote

December 2024 - Present

- + Clients: ProhibitionYYC, Dataannotation, Calgary Commercial Venture Group, Elite Tutoring
- + Acted as technical owner for multiple client platforms, translating business and operational needs into scalable full-stack solutions and guiding projects from design through production deployment.
- + Independently architected and delivered features across frontend, backend, and deployment layers using Next.js and TypeScript, establishing CI/CD pipelines to enforce quality and reduce release risk.
- + Championed performance, SEO, and reliability standards, driving measurable improvements in search visibility, Core Web Vitals, and overall system stability for customer-facing platforms.
- + Automated data ingestion and content workflows, including CMS-driven pipelines that eliminated manual updates and enabled non-technical teams to publish changes independently.
- + Designed and queried structured data models to support analytics, reporting, and SEO insights, leveraging SQL-based querying patterns to inform optimization and content decisions.
- + Integrated third-party services and operational tooling such as booking systems, secrets management, uptime monitoring, and analytics to improve observability, reliability, and business visibility.
- + Provided ongoing technical guidance and iteration support, continuously refining systems post-launch based on analytics, user behavior, and stakeholder feedback.

Synamedia

Software Engineer Intern

London

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.

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.

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.
- + Simulated complex urban traffic conditions to validate model accuracy under high-density scenarios, improving ML scalability and fault tolerance.

EDUCATION

University of Western Ontario

BE - Software Engineering with co-op 2024

London, ON