

# 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](#)

Engineered real-time communication features by integrating Socket.io, enabling dynamic room creation and seamless message exchanges, resulting in an application capable of handling 100+ concurrent users without latency

- + Developed the front-end interface using React, creating a responsive and user-friendly chat experience.
- + Engineered real-time communication features by integrating Socket.io, enabling dynamic room creation and seamless message exchanges.
- + Implemented the backend infrastructure with Express, ensuring efficient handling of data and user requests.
- + Deployed the application on Heroku, managing environment configurations and ensuring high availability.

### 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

- + Designed and implemented core game systems in Unity, including an inventory system, catching mechanics, and a battle system.
- + Developed a comprehensive Pokémon party system using Unity's Scriptable Objects, allowing for flexible management of Pokémon data.
- + Created a quest and dialogue system, enhancing player engagement through interactive narratives.
- + Integrated a buy/sell system and sound effects, enriching the gameplay experience with economic elements and immersive audio.
- + Collaborated on asset integration and UI design, ensuring a cohesive and polished visual presentation.

## EXPERIENCE

### Synamedia

Software Engineer Intern

**London, ON**

May 2022 - August 2023

- + Collaborated with a distributed team across multiple time zones, contributing to full-stack development projects in a remote work environment.
- + Developed and integrated RESTful APIs for the Gravity project, enabling seamless data exchange between services and improving system scalability.
- + Optimized the company's web presence by making the webpage responsive and enhancing user experience (UX), resulting in a measurable increase in user engagement.
- + Automated the generation of release notes using GitHub Actions, streamlining the release process, reducing manual workload by 70%, improving release cycle efficiency.
- + Implemented a custom ESLint rule and GitHub Action, ensuring code quality and consistency by automatically prompting developers to include missing fields in pull requests.
- + Enhanced user interaction tracking on the company webpage, resulting in a 45% faster identification and resolution of bugs by the QA team.
- + Engineered a backup & restore solution for the company's API, leveraging AWS S3 to simulate device backups and improve data recovery processes.
- + Worked on integrating the eRDk stack across various broadband and video devices, broadening device compatibility and enhancing user experience.

## SKILLS

**Languages:** Python, TypeScript, JavaScript, HTML/CSS, C#, Java

**Frameworks and Tools:** React, NodeJS, Git, VueJS, Quasar, GCP, Unity, Kubectl, Docker, Flutter, MongoDB