

# 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](#)

- + Developed a robust real-time messaging platform using Socket.io, enabling seamless communication across dynamically created chat rooms for over 100 concurrent users without latency.
- + Architected a user-centric front-end with React, improving user satisfaction through a highly responsive and intuitive interface.
- + Deployed the application on Heroku with optimized environment configurations, ensuring 99.9% uptime and rapid scaling during high-demand periods.

### Traffic Intersection Analysis - [GitHub](#)

- + Designed an innovative traffic management system utilizing heat maps generated from YOLO-based image recognition, achieving a simulated 5% reduction in congestion at test intersections.
- + Developed Python-based analytics pipelines with the Pandas library to process traffic data and create heat maps, offering actionable insights for city planners.
- + Innovated an intersection monitoring framework leveraging real-time image processing, facilitating effective and scalable traffic flow optimization.
- + Prototyped a scalable system architecture aimed at embedding real-time data solutions into physical traffic intersections, creating a foundation for broader city-wide implementations.
- + Evaluated the system's performance through simulations, refining algorithms to ensure accuracy and scalability in diverse traffic conditions.

### Pokémon Game - [GitHub](#)

- + Designed and implemented an immersive game environment in Unity, creating comprehensive systems for inventory management, Pokémon catching, and turn-based combat mechanics.
- + Developed an advanced Pokémon party system leveraging Unity's Scriptable Objects, providing modularity and scalability for Pokémon data management.
- + Created a narrative-driven quest and dialogue system, enriching the user experience with interactive storytelling and dynamic player choices.
- + Integrated economic elements with buy/sell mechanics, enhancing gameplay depth and engagement.
- + Collaborated on cohesive asset integration and UI/UX design, ensuring a polished visual presentation aligned with gameplay mechanics.
- + Optimized performance by implementing efficient resource management techniques, ensuring smooth gameplay across various devices.

## EXPERIENCE

### Synamedia

Software Engineer Intern

London, ON

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.

## SKILLS

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

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

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

**Database Management:** MongoDB, MySQL