David Olaniyan

davidolaniyan8@gmail.com | 403-880-5452 | GitHub | LinkedIn | Website

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

WORK EXPERIENCE

Synamedia **London, ON**

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

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

+ 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 large-scale traffic conditions to test system accuracy, refining machine learning models for scalability and fault tolerance in dynamic environments.

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.

EDUCATION

University of Western Ontario **London, ON**

BE - Software Engineering with co-op 2024