David Olaniyan

davidolaniyan8@gmail.com| (+1) 403-880-5452 | GitHub | LinkedIn | Website

EDUCATION

Western University - *London, ON*
Bachelor of Software Engineering with Co-op - *May 2024*

TECHNICAL PROJECTS

Realtime Chat Application - Website
Creating a Realtime chat app with React, Socket.io and Express
+ Front-End built using react
+ Rooms created using socket.io
+ Implemented Express to handle Back-End
+ Deployed using Heroku

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
+ Built with Unity's Game engine
+ Implemented inventory system, catching system, battle system, Pokémon party system
+ Utilizing scriptable objects in Unity
+ Implemented quest system
+ Implemented buy/sell system
+ Implemented Sound system

EXPERIENCE

Synamedia Software Engineer Intern, *May 2022 - August 2023*
+ Fulfilled responsibilities while working in a remote environment and effectively collaborated with engineers in different time zones. Worked in a full-stack development capacity engaging with front-end, UI design, backend development, and cloud deployment through AWS

+ Integrated the eRDK stack across a wide range of broadband and video devices

+ Created API's for Synamedia's Gravity project

+ Worked on creating automated release notes along with working with GitHub actions to automatically update our release version

+ Made company webpage responsive along with various other UI & UX work

+ Updated company webpage to track user interaction to help recreate bugs to assist the QA team

+ Created a custom Eslint rule along with Github Action to make sure users were alerted to add in the missing field inside pull requests.

+ Created Subsystem tests for our Backup & Restore API, along with creating an S3 bucket that allows simulated device to perform the backup & restore.

SKILLS

Languages: Python, TypeScript, JavaScript, HTML/CSS, C#, Java
Frameworks and Tools: React, NodeJS, Git, VueJS, Quasar, GCP ,Unity, Kubectl, Docker, Flutter, MongoDB