Oluwatobi Wojuade

Junior Software Engineer

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PROFILE

An ambitious and innovative Computer Science student with a passion for software development, algorithm design, and building impactful technology solutions. Skilled in Python, JavaScript, and C++ with hands-on experience in designing and developing applications, games, and dynamic websites.

EDUCATION

Coleg Y Cymoedd Nantgarw, Cardiff
BTEC Level 3 Extended Diploma in Computer Science and IT | *September 2023 – Present*

- Gained proficiency in **programming**, **database management**, and **web development**.
- Developed software engineering fundamentals such as problem decomposition, algorithm design, and debugging.
- **Key Units**: Programming, Website Development, Computer Game Development, and Information Technology Systems.

Grades

BTEC Level 3 Extended Diploma (Predicted): Data Modelling - D, IT Project Management - M, Cyber Security and Incident Management - M, IT service Delivery - M, Digital 2D and 3D Graphics - D. Overall - DMM.

Hawthorn High School, Pontypridd
GCSE (Secondary School Certificate) | *May 2022 – June 2023*

Grades

GCSE (Achieved) - Mathematics - B, Computer Science - B, Digital Technology - C, English - C, Science - BC, Physical Education - C.

Deeper Life High School, Kaduna
BECE (Junior Secondary School Certificate) | *September 2018 – April 2021*

PROJECTS

1. Inventory Management Application (*Python*)

- Designed a user-friendly inventory management application for small businesses.
- Implemented core functionalities like data storage using SQLite, user authentication, and automated reporting.
- Showcased proficiency in object-oriented programming and application logic design.

2. Personal Portfolio Website (*JavaScript, HTML, CSS*)

- Developed a responsive portfolio website to highlight technical skills and projects.
- Integrated dynamic features such as an interactive contact form and animations using JavaScript.
- Hosted on GitHub Pages, enhancing skills in deployment and web hosting.

3. Classic Snake Game (*C++*)

- Built a console-based snake game to practice game logic and object-oriented programming.
- Implemented features such as scoring, increasing difficulty, and real-time user input handling.
- Gained hands-on experience with memory management and debugging in C++.

4. Task Management System (*Python*)

- Built a CLI-based task management tool that allows users to create, update, and delete tasks.
- Integrated Python's file handling capabilities for persistent task storage.
- Focused on modular coding and efficient input/output handling.

TECHNICAL SKILLS

- **Programming Languages**: Python, JavaScript, C++, HTML, CSS
- **Software Development**: Algorithm design, problem-solving, and debugging
- **Web Development**: Responsive design, interactive features, and web hosting
- **Tools & Platforms**: Visual Studio Code, Git, PyCharm, Unity, and GitHub
- **Database Management**: Basic experience with SQL databases (SQLite, MySQL)
- **Version Control**: Proficient with Git/GitHub for collaborative development

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CERTIFICATIONS

- **Introduction to CRM (Customer Relationship Management)** – *HubSpot*
- **Retail Management Strategies** – *University of Pennsylvania, Coursera*

LEADERSHIP & ACTIVITIES

- **Assistant Class Captain & Room Head** – *Deeper Life High School (2018 – 2019)*

- o   Managed peer collaboration, task delegation, and performance improvement.
- o   Coordinated academic group activities and led discussions on technical subjects.

- **Home Economics Club Member** – Actively promoted wellness initiatives.

HOBBIES

- Chess, Football and Basketball

REFERENCES

Available upon request