DELANO IGBINOBA

📞 305-502-1883　🌐 Atlanta, GA　✉ delanoigbinoba@gmail.com　in linkedin.com/in/delano-igbinoba/

Education

University of Florida										**May 2020**
Bachelor of Arts in Computer Science							*Gainesville, FL*

Professional Certifications							**January 2023 (Expected)**
Google UX Design Professional Certification

Experience

Oracle										**July 2020 – May 2022**
Software Engineer | Javascript/Typescript, React, Terraform, Figma			*Seattle, WA (Remote)*

- Developed, managed, and ensured the reliability of features, services, and automation for Oracle Cloud Infrastructure Block Storage Services.
- Maintained and revamped CI/CD deployment pipelines of Oracle Block Storage services resulting in reduced deployment finish times by 15%.
- Spearheaded operations projects between various services teams to ease the efforts for on-call engineers resulting in ticket completion time by 27%.
- Collaborated with UX/UI design teams to implement new features and website functionality for Block Storage Services customers.
- Designed, implemented, and shipped front-end features to enable Oracle Cloud Infrastructure customers to build and run a wide suite of applications in a scalable, high-performance environment.

Shadow Health								**September 2019 – December 2019**
UX Design Intern | Figma									*Gainesville, FL*

- Composed hi-fi prototypes and workflows for mobile app redesigns to better adapt Android and iOS devices, resulting in an increase of 33% user adoption rate on beta launch.
- Performed user research and usability tests during beta launch to identify user frustrations and reinforce core user workflows to increase user satisfaction by 23%.

Collins Aerospace								**May 2019 – August 2019**
Software Engineer Intern | Python								*Cedar Rapids, IA*

- Developed and maintained software for Collins Aerospace clients that saved an average of $50,000 in project costs and 230 man-hours per sprint.
- Programmed automated python script tests for Collins Aerospace hardware units that optimized turn-around time by 37%.
- Collaborated with software engineers and stakeholders to ensure that projects were maintained efficiently and ahead of schedule.

										June 2018 – December 2018
Software Engineer Intern | C#									*Richardson, TX*

- Constructed and implemented a ticketing system for Collins Aerospace manufacturing departments that significantly reduced friction and increased manufacturing output to save an average of $25,000 per quarter.
- Integrated C# SQL scripts to automate and update ticketing system databases for senior engineers and management to gain access to manufacturing process history and reports.

Projects

High Score Tracking App Design | *Figma*						**October 2022**

- Designed high fidelity mockups and prototypes for a high score tracking mobile app for competitive players and esports gamers.
- Conducted user research and usability studies in order to redesign core user features for updated mockups and prototypes.

AR Shooter | *Unity, AR Foundation, C#*						**August 2022**

- Developed and designed an augmented reality shooting game in Unity that uses AR Foundation's motion tracking algorithm to spawn enemies and enables game loop.

Technical Skills

Languages: Javascript/Typescript, C#, Python, HTML/CSS
Design: Unity, Figma, Adobe XD
Tools & Frameworks: React, Terraform, AR Foundation, Git