Emmanuel Sogelola

647-533-4492 | sogelole@mcmaster.ca | linkedin.com/in/emmanuelsogelola | github.com/esogelola

EDUCATION

McMaster University   Hamilton, Ontario
Bachelor of Technology in Software Engineering Technology   *Sep. 2021 – May 2023*
Relevant Coursework: Operating Systems, Data Structures & Algorithms, Discrete Mathematics II, Computer Architecture

George Brown College   Toronto, Ontario
Advanced Diploma in Computer Programmer Analyst   *Sep. 2018 – May 2021*

EXPERIENCE

Software Engineer Intern (Pipeline)   May 2022 – Aug. 2022
Momentive (Formerly SurveyMonkey)   *Ottawa, Ontario*
- Incoming Software Engineer Intern for the Summer 2022 term

Junior Developer Intern   Sep. 2021 – May 2022
InnovFin Consulting Inc.   *Peterborough, Ontario*
- Led the creation and design process of a new platform and content management system to maintain web content and blog data accessed by over **1000+** monthly readers utilizing a custom scalable back-end (**Amazon EC2**, **Node.js**, **JavaScript**, **GraphQL**) deployed on public cloud infrastructure (**Amazon Amplify**) and administrative dashboards (**React**)
- Assisted in the development of a blockchain marketplace with a cross-platform mobile application (**JavaScript**, **React Native**) and a cryptocurrency reward system (**Moralis Web3**, **Solidity**, **React**)
- Refactored **32** React components by creating generic services & components improving performance & maintainability

Game Developer Apprentice   Aug. 2019 – Aug. 2019
Kindly Beast   *Ottawa, Ontario*
- Enhanced and troubleshot an audio engine adding audio spatialization and interactive sound effects
- Automated cross-platform build pipelines using the **.Net Framework**, **Ruby on Rails** & **Fastlane**

PROJECTS

Doodlecord | *React, CSS, SocketIO, WebRTC, ExpressJS, Node.js*   Feb. 2022 – May 2022
- Developed a fun and simple instant messaging web app, used to communicate in real-time with friends through peer-to-peer channels
- Implemented live audio messages, file sharing and embedded GIFs through the combination of WebRTC & web sockets in Node.js and Express.js

Interviewy | *React, MongoDB, JavaScript, ExpressJS*   Jan. 2022 – Jan. 2022
- Won Best use of AssemblyAI at DeltaHacks8, created to assist students and new graduates to practice their interview skills
- Utilized numerous Speech-to-Text APIs to analyze user emotion, tone and overall confidence

EMAZON | *React, JavaScript, Stripe, Tailwind CSS, ExpressJS, AWS, Redux*   June 2021 – Aug. 2021
- Developed a production ready e-commerce store leveraging serverless architecture, AWS Amplify, Cognito, S3 Bucket & Stripe reducing development overhead by **50%**

Other Projects
- **Cheapmunk** | Won best UX/UI at VTHacks IX
- **Harobed** | Early stage game engine written in C++ & Python, utilizing Vulkan SDK for 3D Graphics

TECHNICAL SKILLS

Languages: Java, Python, Ruby, C/C++, SQL (Postgres), NoSQL(MongoDB), JavaScript/TypeScript, HTML/CSS
Frameworks: React, Angular, Node.js, Flask, Django, JUnit, WordPress, Material-UI, Tailwind CSS, fastlane
Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, AWS, VS Code, Visual Studio, IntelliJ, Eclipse
Libraries: pandas, NumPy, Lodash, TensorFlow, Matplotlib, Loki