Emmanuel Sogelola

Computer Programming Student

Website: **esogelola.com**
Phone: +1 647 533 4492
Email: esogelola@gmail.com

Objective

A motivated, fast learning and an adaptable Computer Programming student. Comfortable with applying agile methodologies and working either alone or as part of a goal-oriented team. I am ready to learn and apply my skills to a challenging new role.

Highlights of Qualifications

- Experience with compiled languages, C++, JAVA, C#, Python.
- Solid understanding of web development with HTML5, CSS3 and JavaScript.
- Experience with both Firebase and Heroku cloud services.
- 3 Years of team building experience and shared leadership at Leon's Furniture.
- Solid understanding of data systems, SQL, PL/SQL, Oracle Database.
- Solid understanding of agile/scrum principles and methodology.
- Proven ability to work creatively and analytically in a problem-solving environment.

Technical Skills

Languages: Java, Python, C++, C#, HTML5/CSS3, JavaScript, PHP, SQL
Frameworks: Django, ASP.Net, React, NodeJS, Bootstrap, JavaFX, CodeIgniter3, Laravel
Tools: VS Code/VS Studio, MySQL Workbench, Excel, Git, JIRA, Eclipse, Slack
Additional Skills: Database Management, Proficient in Linux , Application Development, Software Life Development Cycle, Agile Development

Education

Advanced College Diploma, Computer Programmer Analyst   2018 – Present
George Brown College, Toronto, ON
- Student Representative for the T127 Program

Ontario Secondary School Diploma   2014-2018
St. Edmund Campion SS, Brampton, ON

Emmanuel Sogelola
Computer Programming Student

Work Experiences

Warehouse Associate   September 2017 – January 2020
Leon's Furnitures / Brampton, ON

- Operated and assisted in loading and handling of furniture and electronics.
- Supervised clean-up of work area and assisted co-workers in completing their tasks.
- Reviewed client orders, prepared orders for delivery and assisted with client pickups and coordinated furniture deliveries.

Game Developer Intern   August 2019 – August 2019
Kindly Beast / Ottawa, ON

- Implemented audio using a code-based audio system matching the player model's current state in C#.
- Shown how to use Git and JIRA in a professional environment.
- Job shadowed a Senior Developer, Software engineer and an IT Administrator, learning the importance of each role.
- Learned automation using the .Net Framework and Fastlane, reducing project export time, then deployed within the cloud for testing.

Related Experiences

Computer Science and Game Development Club   September 2016 – June 2018
St Edmund Campion Catholic Secondary School

- Implemented RESTful API to retrieve and edit data.
- Visualized large amounts of data using JavaFX.
- Developed 2D and 3D games in Java using Swing/JavaFX, libGDX.
- Introduced to competitive programming and competed in the ECOO Programming contest.

Competitive Programming Club   September 2019 – Present
George Brown College

- Learned and applied dynamic programming practices.
- Implemented several data structures from scratch (linked lists, graphs)
- Solved ICPC / IEEE competition & Hacker rank questions every week
- Competed in the IEEE competition 2019 and ranked 1187 Global and 37 in Canada.