

Olutobi Kareem

FULL STACK SOFTWARE DEVELOPER

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PROFESSIONAL SUMMARY

I'm an early-career full stack software engineer with experience in building scalable applications, product design, mixed media and self management within an agile workflow. I've built functional apps on my own and as a collaborator and I understand the process of working the software development cycle; from analysis and design, to implementation and QA, to deployment and maintenance. I'm familiar with working through iterations, "sprints" and achieving deliverables and in a team environment, I make it a priority to ask many questions, remain mindful and hold myself accountable. I attended General Assembly's Software Engineering Bootcamp in 2020 but I'm mostly self-taught. Most recently, I was employed as a software engineer intern for **Splice**. I'm ready to work and always looking for ways to improve.

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEERING INTERNSHIP

Splice, New York, NY - Summer 2021 - Full Time

Agile work as a member of the *creator tools* team. Our duties were to craft the surface for musicians to express their ideas. I contributed front and backend work to their new desktop UI. One task I had was to take a component, break it down and rewrite it into separate components that didn't rely on an obsolete state. The task involved front and backend work with Typescript and Angular. With my fellow interns, we created an audio effect chaining plugin using Superpowered and WebAssembly. I worked solely on the backend using javascript.

SOFTWARE ENGINEER FELLOW

General Assembly, New York, NY - Summer/Fall 2020 - Full Time

Created a sports reference database using multiple APIs using vanilla javascript. Created an interactive weather app using react and javascript. Created a CRUD blogging application using javascript and react for the frontend and ruby on rails for the backend. Worked with an agile dev team on a food recipe search app using javascript, react and mongoose.

CLIENT-FACING OPERATIONS

Public Records, Brooklyn, NY - 2019-2021 - Full Time

Public Records is a music-driven restaurant, performance, and community space. As a member of the inaugural staff, I contributed to the early development of the space. As we progressed I performed a variety of duties including customer-facing services and bar management.

ASSISTANT AUDIO ENGINEER

Manhattan Beach Recordings, New York, NY - 2019 - Full Time

Performed Assistant Audio Engineer duties at a major recording studio in Midtown-Manhattan.

LIVE SOUND ENGINEER

Pianos, New York, NY - 2018-2019 - Full Time

Set up audio and visual equipment on-site. Used a creative approach to ensure optimal sound quality. Routinely maintained and tested equipment.

RECORDING ARTS & FREELANCE MUSIC PRODUCTION

2008 - Present

TECHNICAL CONCENTRATIONS

FRONTEND
DEVELOPMENT

BACKEND
DEVELOPMENT

TEST-DRIVEN
DEVELOPMENT

UI/UX DESIGN

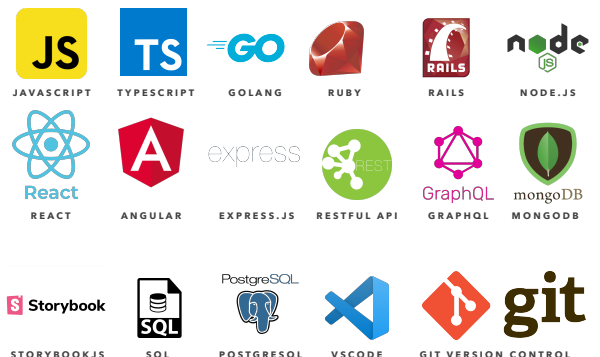
RESPONSIVE
DESIGN

PRODUCT
DESIGN

AGILE

QUALITY
ASSURANCE

DEPLOYMENT



EDUCATION

2020

GENERAL ASSEMBLY

New York, NY

SEI - Software Engineering Immersive Bootcamp

2015

CINCINNATI STATE TECHNICAL AND COMMUNITY COLLEGE

Cincinnati, OH

AVP - Audio Visual Production

2013

UNIVERSITY OF CINCINNATI

Cincinnati, OH

Electronic Media