

Hikmat Babalola

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PERSONAL PROFILE

BSc (Hons) Computer Science Graduate with hands-on experience working in manual and automated testing. Strong problem-solving skills and ability to work in Agile environments. Passionate about improving software quality and user experience. Seeking an entry-level position to further hone existing skills and develop new ones. Eager to learn and very quick to adapt to new environments.

EDUCATION

University College Cork

Co. Cork, Ireland

BSc Computer Science

Sep. 2020 – May 2025

- **Fourth Year Core Modules:**

Special Topics in Computing (Android Development), Parallel and Grid Computing, Advanced Software Engineering, Introductory Network Security, Artificial Intelligence, Internet of Things, Principles of Compilation, Constraint Programming

- **Third Year Core Modules:**

Advanced Programming with Java, Software Engineering, Networks and Data Communications, Ethical Hacking and Web Security, C-Programming for Microcontrollers

- **Second Year Core Modules:**

Information Storage and Management, Operating Systems, Computer Architecture, Intermediate Programming, Algorithms and Data Structure, Network Computing, Introduction to Java

- **First Year Core Modules:**

Foundations of Computer Science, Web Development, Introduction to Relational Databases, Introduction to Programming

EXPERIENCE

Smarttech247

August 2024 - January 2025

Junior Developer | Javascript, NodeJS, Typescript

Cork, Ireland

- Recognized for strong performance and contribution, resulting in a 5-month contract extension.
- Identified, documented and reported bugs using bug tracking tools, for clear communication with developers.
- Developed and maintained automated end-to-end test scripts to validate application functionality.

Smarttech247

March 2024 - August 2024

Junior Developer Intern - 3rd Year Work Experience

Cork, Ireland

- Worked in the Quality Assurance team.
- Participated in Scrum ceremonies, such as daily stand-ups, sprint plannings, sprint retrospectives, and sprint reviews.
- Utilized Agile project management tools, to track progress, manage sprints and report bugs.
- Conducted manual testing, including regression testing, exploratory testing, and execution of detailed test cases.

PROJECTS

4th Year Final Year Project | Android Studio, Java

2024 – 2025

- Developed a mobile application that promoted mindfulness towards technology
- Utilized Android Studio and implemented various Android classes and APIs based on official Android Developer documentation to enhance app functionality.
- Conducted extensive research on the psychological effects of technology overuse, read academic articles and studies to inform app design.
- Implemented features such as usage tracking, personalised reminders, and activity suggestions to encourage mindful engagement with technology.
- Utilised Android's built-in SQLite solution, Room for data storage.
- Made use of third-party libraries for data visualisation in form of graphs.

Personal Website | ReactJS, Javascript, HTML5, CSS

2025

- Created a web application to showcase projects and abilities.
- Utilised ReactJS, HTML5 and CSS to create a comprehensive user interface.
- Used a third-party library to showcase images designed to promote events.

Team Software Project | Python, Javascript, Node.js, Flask, HTML5

2024

- Collaborated with a team of 5 to develop a productivity web application.
- Self-taught ReactJS and NodeJS to build a dynamic and responsive user interface, integrating API calls and state management.

- Developed key frontend features, utilising many libraries such as Material-UI.
- Used Flask and Node.js to connect the frontend to the backend, ensuring seamless data flow.

Android List App | *Android Studio, Java*

- Developed a multi-activity Android application showcasing motorsport figures, using Android Studio and Java.
- Implemented a structured navigation flow across four activities.
- Integrated a search functionality to dynamically filter and display relevant results based on user input.
- Utilised a WebView to provide in-app access to each individual's Wikipedia page.

2024

VOLUNTEERING

Beach Cleanup

Clean Coasts Ballynamona

- Worked with Clean Coasts Ballynamona to clean up Ballynamona Beach.
- Alongside colleagues, bags of litter were collected to create a cleaner and safer environment for both wildlife and visitors.

Jul. 2024
Cork, Ireland

Public Relations Officer

UCC Wargaming And Role Playing Society

- Designed promotional material using Adobe Photoshop and Canva to advertise society events.
- Collaborated with other societies within the university to organise joint events.

Sep. 2022 – Mar. 2023
Cork, Ireland

Games Officer

UCC Kaizoku Convention

- Led a team of 5 to manage the gaming area of the convention, ensuring all equipment was appropriately handled, and that attendees were assisted suitably.
- Organised and set up gaming stations, featuring Virtual Reality, PlayStation, Wii U, and Nintendo Switch consoles.
- Planned and hosted Mario Kart and Super Smash Bros. tournaments, coordinating schedules and engaging participants.

Apr. 2023
Cork, Ireland

ACHIEVEMENTS AND ACCOMPLISHMENTS

- CodeFirstGirls Certification in Agile and Scrum.
- Active committee member of UCC's Networking, Technology and Gaming Society (Netscoc) from 2022-2024
- Achieved the role of Honorary Life Member of UCC's Netsoc due to recognised outstanding work.
- Active committee member of UCC's Wargaming And Role Playing Society (WARPS) Society from 2022-2023

LANGUAGES

- **English:** Fluent/Native
- **French:** Intermediate proficiency

TECHNICAL SKILLS

Computer Knowledge: PC Building, Troubleshooting
Languages: Java, Javascript, Python, SQL, HTML, CSS, LaTeX
Frameworks: Flask, React, Cypress, Scrum
Developer Tools: Git, Visual Studio Code, IntelliJ, Eclipse, Adobe Photoshop, TestRail, Android Studio, Confluence, Jira
Libraries: pandas, NumPy, Matplotlib, Material-UI
DBMS: MySQL, MongoDB

INTERESTS

Languages, Digital Art, Game Design, Video Games, Graphic Design, Creative Arts

REFERENCES

References available on request.