

Hikmat Babalola

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PERSONAL PROFILE

4th Year Computer Science student 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.

EDUCATION

University College Cork

BSc Computer Science

Co. Cork, Ireland

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

Junior Developer | Javascript, NodeJS, Typescript

August 2024 - January 2025

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

Junior Developer Intern - 3rd Year Work Experience

March 2024 - August 2024

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.

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

2024

- 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.

VOLUNTEERING

Beach Cleanup

Clean Coasts Ballynamona

Jul. 2024

Cork, Ireland

- 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.

Public Relations Officer

UCC Wargaming And Role Playing Society

Sep. 2022 – Mar. 2023

Cork, Ireland

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

Games Officer

UCC Kaizoku Convention

Apr. 2023

Cork, Ireland

- 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.

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, 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.