IBUKUN ADEKOYA

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EDUCATION

Bachelor of Science
Computer Science
University of Maryland, Baltimore County (UMBC)
Catonsville, MD / 2017 – Dec 2021
GPA – 3.46 / 4.0

SKILLS

LANGUAGES

JavaScript (ES6, React, Node.js)
TypeScript
C/C++ Programming
HTML/CSS3
Python

HOSTING

Firebase
Netlify

DATABASE

NoSQL (Mongo Db)
Firebase
SQL(MySQL)

SOFTWARE

GIT and GitHub
Postman
Visual studio code
Microsoft word
DocuSign

TESTING

Jest testing

AUTOMATION

Jenkins Automation

EXTRA-CURRICULUM

Member, African student Association •

Peer-to-peer tutoring •

LANGUAGES

English
Yoruba

SUMMARY

Recent Software Engineering graduate with fundamental knowledge of software design, development, and testing. Seeking to utilize broad educational background with excellent analytical, technical, and programming skills to thrive as an entry-level software engineer.

EXPERIENCE

Front End Intern

Minority Programmers Association
July 2021 – Present

- Implement Re-useable components in react and vanilla Js and typescript.
- Work heavily with the UI/UX team to convert Figma wireframe designs into Front-end implementations.
- Engineer optimized solutions to guarantee a fast application to end-users.

DocuSign developer Intern

University of Maryland, Baltimore County
Sept 2021 – Present

- With the help of the DocuSign application, my team and I work to provide suitable solutions to help departments around UMBC create complex e-forms.
- Conduct weekly meetings with the team to brain-storm new ways to solve problems with the help of new tools/frameworks.
- Hold frequent meetings with several departments before the creation of e-forms to discuss the end-result the client required.

PROJECTS

Multi-threaded testing

Oct 2020 – Nov 2021

- Created using C programming to aid a school project. The application attempts to detect abnormalities in how multiple threads write and read into a kernel system protected by locks.

Monopoly recreation in terminal

Dec 2021 – Jan 2021

- Developed a monopoly application using C programming and the nCurses (a C library for minute animations and an individualized output file)
- Functionalities included starting a new game, an animation of the board as play is in progress, exit, saving the game to a separate C file and loading the game on restart of application.

Covid-visualization project – Full stack Project

Feb 2021 – May 2021

- Collaborated with a team to create a covid data visualization application using vanilla JS, Node.js, MySQL, Axios, Python, EJS, Map box/Leaflet, CSS, Google Chart.
- This application visualized covid data for individual counties in California whilst comparing the increase to the increase in covid cases in the California county prisons.
- Its backend fetches an endpoint daily to ensure up-to-date data for visualization, after fetching, the updated data is preprocessed using python, after preprocessing the preprocessed data is then pushed into the database.

WhatsApp clone – Full stack project

June 2021 – July 2021

- The functionalities achieved with this clone include sending images and videos (stored on cloudinary and image URL saved in Db), sending messages, deleting messages locally, clearing messages, changing user's online status, and accessing user's profile.

Canvas Application – Full stack project

Sept 2021 – Present

- Currently being developed using vanilla JS, Node.js, and CSS.
- The purpose of this application is to allow users create complex 2d drawings via the web.