OLADAYO OGUNDIPE

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portfolio-https://do-portfolio.netlify.app github-http://github.com/itsdayo

SUMMARY

Summary: Goal oriented developer open to full-time positions or contract roles. I have experience working on teams using Agile Scrum methodology using project management software like Trello.

PROJECTS

Web Maker: https://app-maker-do.herokuapp.com, A angular web app that uses Angular, Express, Node.js, and Mongodb. The app allows users to save data as websites, pages and widgets and uploads photos to Amazon S3..

React Native Calculator : https://github.com/itsdayo

ReactNativeCalculator , this project showcases my front-end architect skills along with expertise using react hooks. It uses modern best practices such as React and styled-components.

MasterMind: http://do-master-mind.netlify.app A code breaking game where an opponent must guess the opposing players combination in a given amount of attempts.

EXPERIENCE

CARSWOOP
Santa Monica, CA

Junior Software Engineer   08/2019 to 11/2019
- Build upon an application and web platform using React for the frontend and Node Js/firebase for the backend.
- Designed a full stack application with technologies such as CSS, Jquery, Bootstrap and HTML Utilized MapKit JS to display mapping in real-time for the location of drivers in the system.

NEXT ROUND
Culver City, LA

Full Stack Developer   04/2019 to 08/2019
- By using React, global state Redux, C# and MySQL, I designed, developed, and built software code to provide new functionality Used object-oriented design principles to develop a web application using the efficient, modular .Net ecosystem.
- Implemented back-end service solutions using C# and Managed Microsoft SQL server Implemented a feature for users to view the locations of fields and venues and associated map route using the Google Maps API
- Created search tools and algorithms that SQL schemas can discover relationships and keywords for searched queries.

NATIONAL SCIENCE FOUNDATION
North Dartmouth, MA

Student Researcher   06/2013 to 08/2013
- Developed highly interactive games called Nim and Mastermind using JavaScript, HTML5, Jquery, and CSS3.
- Completing research tasks that involved test automation, web development and game design.
- Implemented code that contributed to the development of a mathematical game using strategic computation.

EDUCATION AND TRAINING

BACHELOR OF SCIENCE: MATHEMATICS   Sep/2011-May/2016
University of Massachusetts Dartmouth

TECHNICAL EXPERTISE

Computer Languages: JavaScript, Python, SQL, Typescript
Backend: NodeJs, C#,Express, Postgres, MongoDB, WordPress
Frontend: React, Angulas, SASS, HTML5, CSS3 ES6, Redux,JQuery, Advance Rest Client, Bootstrap 4.0, Mobile: React Native
Versioning and Hosting: Git, Github, Heroku, Netlify
Build tools: Webpack, Babel