

OLADAYO OGUNDIPE

Los Angeles, CA 617-980-3213 dayo.ogn@gmail.com
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

Nim: <https://do-nim.netlify.app/> A game that challenges the user to pick the last stone. Choose to face another player or play against the computer.

Web maker- A application written using the MEAN stack using Amazon S3.. Create an account and then customize websites, pages, and widgets for later viewing. Save photos, videos, and text of your favorite articles in the widget page. <https://app-maker-do.herokuapp.com/>

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

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, Angular, 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