

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.

Restaurant Menu- A application written in react to store menu items. Customize a food of your choice, set a price and store it on the menu.
<https://do-restaurant-menu.netlify.app/>

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

University of Massachusetts Dartmouth

Sep/2011-May/2016

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