

JAY JAY OLAJITAN

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EDUCATION

University of Limerick — B.Sc. in Immersive Software Engineering

First Class Honours (1.1)

TECHNICAL SKILLS

Languages: Java, Python, C++, HTML, JavaScript, TypeScript

Web: Front-end (HTML, CSS, JavaScript), Back-end (Node.js, databases), REST APIs

Frameworks/Tools: React, Node.js, SQL, Git, GitHub

Operating Systems: Linux, Windows, macOS

EXPERIENCE

Patch — Cohort Attendee *Jun–Aug 2025*

- Built an AI-powered study buddy to support focus and tutoring for young learners.
- Pivoted and launched StableWise: a marketplace for showjumpers/ponies with performance stats and a credit-burnout billing model.
- Led early architecture decisions; contributed to product strategy through workshops and fireside sessions.

Dogpatch Labs — Intern, Founders Team *Sep–Dec 2024*

- Assisted startups in developing and testing software prototypes.
- Participated in workshops, offering technical input on product and digital solutions.
- Supported early product scoping and provided hands-on technical guidance.

Talio — Intern, Founders Team *Oct–Dec 2024*

- Assisted Irish startup Talio with overall web development
- Developed frontend tickets restructuring certain landing pages
- Took initiative and developed a cron job to send weekly notifications of product usage via Slack

DevEire — Intern, Full-Stack Development *Jun–Aug 2024*

- Built and maintained front-end interfaces with HTML, JavaScript, and React.
- Implemented back-end features (API integrations, database access, server-side logic) in Node.js.
- Contributed to code reviews and Agile ceremonies in a collaborative team.

PROJECTS

Puzzz (Founder & Lead Developer) -Pre-seed

- Created an online party-game platform built with React, Vite, TypeScript, Tailwind, and Supabase.

- Implemented multiplayer puzzle rooms with real-time updates via Supabase Edge Functions and Redis caching.
- Deployed via Vercel and integrated with Supabase for authentication, storage, and API services.

StableWise (React, Node.js, Playwright, Supabase) *Prototype*

- Built an MVP scraper for FEI & national federation results to auto-create horse profiles with AI summaries.
- Introduced credit-burnout billing (first 5 results free; optional unlock for more), POA-only ads, Stable pages, and verified enquiries.
- Implemented a data quality & trust layer (weekly cron refresh; labels like Verified Horse, AI Reviewed, Recently Active).

AI Vehicle Classification (DenseNet, Custom CNN, AlexNet) – Completed

- Implemented deep learning models for vehicle classification, comparing DenseNet, a custom CNN, and AlexNet architectures.
- Built a web application showcasing real-world applications such as automated toll systems using Python, Flask, and a SQLite database.
- Developed Jupyter notebooks for model exploration, interpretability (layer visualization), and testing pipelines.

ACHIEVEMENTS

- Runner-up at OpenIncubator GenAI competition (Trinity College Dublin) for Traffix
- NASA Space Apps Challenge 2025 - Local Winner
- Google Maps Local Guide - Level 6
- Patch '25 Cohort Attendee