

Lyle-Anthony Aigbedion

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LANGUAGES AND RELEVANT COURSEWORK

- **Proficient:** JavaScript ES6, Node.js, Express.js, React.js, Redux.js, PostgreSQL, Sequelize.js, MongoDB, Mongoose.js, Git, GitHub, HTML5, CSS3, Wordpress, p5.js, API Integration, Arduino IDE, Adobe CS
- **Exposure:** C/C++, Python, Socket.io, MySQL, PHP, Gatsby.js, GraphQL
- **Coursework:** Creative Problem Solving, Digital Design and Usability, Programing for Everyone, Software Analysis and Design I & Lab, Web Production I & II, Web Design Projects

EXPERIENCE

Webserve | Intern - Solutions Engineer | New York, NY

May 2018 - March 2020

- Implement, build and integrate technical solutions for clients' website and web applications using Javascript, MapSVG, jQuery, Handlebars.js, HTML5, PHP, and CSS.
- Train and Support clients on how to use new features on their website and associated applications.
- Adhering to responsive Web Design using correct CSS declarations and values to create mobile-friendly sites.

Public Safety CUNY Hunter College | Visitor Center Associate | New York, NY

October 2015 - April 2019

- Logged guests and visitors with Public Safety officers serving more than 100 visitors per day.
- Intermediary for supervisors and the IT department to address any and all issues with the front desk computer
- Recommended and attended meetings with upper management and coworkers to address issues, create actionable tasks to resolve them, and update information as to how to proceed.

PROJECTS

ekoPique | Developer | live | ekoPique.herokuapp.com

2020

A Data Visualization Project Leveraging the Spotify Web API

- Learned how to implement and merge D3js with React to render graphs.
- Integrated Spotify Web API to fetch data for D3js to use for graph calculation.
- Implemented Bulma CSS framework to provide an enhanced user experience when navigating the app.
- Used MongoDB, leveraging the Mongoose ODM library, to store user information for site personalization.
- Provided support and pair programming sessions with teammates in order to meet project goals.

Responsive Map | Intern - Developer | live | sichildrensmuseum.org/exhibits/

2018

Dynamic Map fully responsive to the browser window, mouse movement, and touch.

- Developed an integrated web application of an interactive map of a 4 story building using SVG code, Javascript, HTML5, CSS, MapSVG plugin.
- Linked sidebar menu interaction with items on the map, map items also change behaviour when moused over.
- Designed multiple icons to match the company's style to accommodate missing icons on the map.

Videogame | Developer | live | lyleaigbedion.github.io/js_videogame/

2018

Created a 2v2 team player browser game that leveraged the keyboard, mouse, and Arduino control stick.

- Implemented p5play.js to manage collision detection, keyboard, and mouse movement and actions, and created the visual graphics(animate sprites, create barriers, obstacles, and health packs, and health bars).
- Coded and wired Arduino for control stick input using the Arduino IDE.
- Integrated p5.serialport and p5.sound.js APIs to collect the Arduino's control stick input data for character movement and to play sound effects and tracks, respectively.

EDUCATION

NYC Web Development Fellowship, FullStack Academy, (NERDS Stack)

Expected Graduation July 2020

B.A. in Emerging Media Minor in Math, Hunter College

Graduation June 2018

LEADERSHIP + AWARDS

Magna Cum Laude, Hunter College

2018