Michael-Andre Odusami

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Portfolio
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EDUCATION

Virginia Tech
Bachelor of Science - Computer Science

Blacksburg, Virginia
August 2023 - Winter 2025

Relevant Courses: *Introduction to Software Design, Software Design & Data Structures, Engineering 101, Object Oriented Programming in C++ 1 & 2, Foundations of Information Systems with SQL, Networks & IT, Introduction to Game Design & Development in C# and Unity*

EXPERIENCE

Software Engineer Tutor
Blacksburg, VA

Virginia Tech
Aug 2024 - Present

- : Teaching students on software engineering practices and the fundamentals of **Java** and **OOP** Design

IT Intern
New York City Metropolitan Area

TDI - Blackstone Portfolio Company
May 2024 - Aug 2024

- : Developed a **Java** application to automate email communication processes, replacing an outdated Microsoft solution, improving the reliability of stakeholder notifications and reduced the need for manual interventions by 25%.
- : Implemented **Python**-based automation scripts to pre-process and clean data.
- : Utilized Microsoft Power Automate to streamline repetitive tasks, Power Apps to develop custom applications, and Power BI for data visualization and reporting, driving data-driven decision-making.

Software Engineer Intern
Lagos, Nigeria

ipNX
Jul 2023 - Aug 2023

- : Led the UI/UX designing and implementing a new, more accessible customer wizard-style form
- : Implemented **React** and PHP for data sanitation and security preventing potential security breaches such as XSS
- : Optimized the customer request and incident resolution process, leading to a 15% decrease in solution time and improved overall efficiency

PROJECTS

- **Mapabillty - VTHACKS Winner Project (CoStar Best Real Estate Hack)**: View Project
  - : Developed an app allowing underrepresented groups to review buildings based on accessibility and friendliness metrics
  - : Implemented user authentication and database management using **Propel Auth**, **MongoDB** and **Docker** for backend infrastructure
  - : Created a responsive frontend using **Next.js**, **ShadCN**, **TailwindCSS**, and integrated **Google Maps API**
  - : Incorporated **AI-based activity planning** using **OpenAI's LLM** to generate personalized and accessible journey plans
  - : Utilized **FastAPI** for creating and managing APIs, and deployed the backend on **AWS Lambda**

- **Bytes - HooHacks Hackathon Winner (Best Accessibility Hack)**: View Project
  - : Developed a short-form news application inspired by modern social media interfaces using **React Native**
  - : Integrated **NewsAPI** to source consistent news headlines across various categories
  - : Implemented user authentication and crucial news posting for administrators using **PropelAuth**
  - : Utilized **MongoDB** for backend data storage and **Cloudinary** for image storage and delivery
  - : Created a cross-platform mobile app compatible with both **Android** and **iOS** using **Expo Go** for simulation

- **Expense Tracker CML App**: View Project
  - : Designed and Implemented a CRUD functionality CML expense tracker that manually keeps track of expenses made
  - : Utilized: **Java, Spring Boot, Hibernate, MySQL, Spring Data JPA**

- **Comic Book Processor**: View Project
  - : Developed a comic book CSV processor using **C programming language** to load, display, and manipulate comic book data.
  - : Implemented dynamic memory management, struct-based data organization, and file I/O to efficiently handle comic book data while ensuring memory safety by eliminating leaks and invalid accesses using tools like **Valgrind**

SKILLS & CERTIFICATIONS

- **Programming Languages**: C, Java, Python, Typescript, Javascript, C++
- **Frameworks**: Spring Boot, React, Next.JS, Vite, Tailwind, React Native, Node, ExpoGo
- **Tools/Platforms**: Git, Postman, Microsoft Power Apps & Automate, Microsoft Excel, AWS Lambda, Unity, Docker, Linux, Valgrind
- **Database**: MySQL, MongoDB, PostgreSQL, REST APIs, ORM
- **Certifications**: CodePath Intermediate Web Development