

Adefemi Fagbewesa

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EDUCATION

- **Stevens Institute of Technology**

Bachelors of Science in Computer Science; GPA: 3.2

Hoboken,

Aug. 2018 – May 2022

EXPERIENCE

- **Rally Health**

Software Engineer

San Francisco, California

June 2021 - August 2021

- Created the Augmentation backend sub-service to process and map out User data in large Scala codebase
- Utilized Augmentation service to fully automate the deletion pipeline for Users based on given requests
- Worked in a fast-paced Agile environment with bi-weekly deliverables

- **Revolver Life**

Software Intern

Barcelona, Spain

July 2020 - September 2020

- Used Python to obtain real-time flight API data
- Connected third-party flight transit API routes to company AWS Lambda servers
- Met with Senior Developers on a weekly basis for deployment updates and code review implementations

PROJECTS

- **Barrel Mania**

Tools Used: Roblox Studio, Lua

June 2020 - August 2021

<https://github.com/ogfemi/BarrelMania>

- Creating a game application using the Roblox Application Store and Roblox Studio Software
- Developed the fullstack application primarily using Lua while consistently averaging about 100 players weekly
- Retained players by utilizing game analytics to improve playability increasing retention rate by 30%

- **Career++**

Tools Used: Javascript, HTML, CSS, Express, MongoDB

September 2020 - Current

- Creating a service platform that helps young people break out of the cycle of poverty in urban areas
- Solving the problem for people in low-income communities struggling to fit into industry standard work
- Developed the frontend in React and connecting account information through Express and MongoDB

HACKATHONS

- **Pearl Furniture**

Stony Brook University

September 2020

<https://devpost.com/software/sbuhackathon>

- Collaborated in a team of four to develop a database application using MongoDB, JavaScript, and HTML/CSS
- Connected application frontend to the MongoDB database backend using Node.js, Socket.io, and JavaScript

- **Trinity Grapher**

Rutgers University

November 2019

<https://devpost.com/software/trinity-grapher>

- Created a Virtual Reality grapher for calculus functions that ran in 3D
- Used Unity, C#, and JavaScript to demonstrate project on a VIVE Pro Headset
- Utilized third party APIs to generate and evaluate equations received from users

SKILLS

- **Languages:** Java, Javascript, Lua, Python, HTML/CSS
- **Technologies:** React, MongoDB, Express, NodeJS, Figma