OJ Adeyemi

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EDUCATION

Lassonde School of Engineering, York University   Toronto, ON
Bachelor of Science (Honours) in Computer Science   Expected April 2027
Cumulative GPA: **3.7/4.0**; Dean's List: 2022-2023

PROFESSIONAL EXPERIENCE

Software & Data Engineer   Toronto, ON
Maple Leafs Sports and Entertainment   May 2024 – June 2025
- Collaborated with a team of data scientists and engineers in building the world's first conversational video agent utilizing Twelve Labs' multimodal AI and Langraph. This project integrates advanced video searching, processing, and EDL/XML generation, enhancing media content management and video editing workflows.
- Developed both the front-end and back-end for AI-powered software tailored to the specific needs of different internal departments, significantly enhancing their efficiency and productivity.
- Supporting DevOps and software engineering teams in containerizing applications, setting up OAuth(SSO service) and deploying them on the company's Kubernetes infrastructure, enhancing scalability and reliability of deployments.

PROJECTS

U Sports basketball web app | *HTML, Tailwind, JavaScript, Python, Flask, MySQL, SqlAlchemy ORM, Docker*
- Built a full-stack web application to provide up-to-date statistics for the men's and women's U Sports basketball league, including standings, leaderboards, stats and playoff brackets.
- Leveraged TailwindCSS for responsive frontend design alongside Chart.js and Datatables.js to create engaging and interactive elements and visualizations for analyzing teams' and players' performance and providing valuable insights to fans, coaches, players, media, and prospective professional league stakeholders (i.e. CEBL).

usports | *Python, Pandas, Requests, BeautifulSoup, Pytest, Playwright*
- Created a Python library, "usports," that retrieves and structures sports data from the U Sports website, integrating it into data visualization scripts and web applications, enhancing collaboration, modularity, and seamless data processing.
- Implemented GitHub Actions to automate testing, linting and deployment processes for the repository hosting the package source code, ensuring continuous integration and efficient workflow management.

mplbaskebtall | *Python, Matplotlib*
- Open-source contributor and maintainer of a Python library for visualizing 2D and 3D spatio-temporal basketball data from major competitions like the NBA, WNBA, NCAA, FIBA and many more.
- Maintained and improved the library by resolving issues, reviewing and merging pull requests, and ensuring adherence to open-source standards.

EXTRA-CURRICULAR

Academic Tutor   Toronto, ON
Bethune College, York University   Jan 2023 – April 2024
- Tutor science and engineering students in linear algebra, discrete math, calculus and computer programming.
- Demonstrate strong communication skills by breaking down complex mathematical and programming topics into simple explanations to foster deeper understanding among students, resulting in a student grade average of 80%.

SKILLS

Languages: Python, Java, C, HTML, CSS, JavaScript/TypeScript, RISC-V Assembly, SQL(MySQL, Postgres, Amazon RDS)
Developer Tools: Git, Docker, Kubernetes, Helm, Unix Shell, Google Cloud Platform, AWS, GitHub Actions
Frameworks/Libraries: Flask, FastAPI, Pytest, Playwright, Langchain, Langgraph, TailwindCSS, React, Express, Next.js
Certification: AWS Cloud Practitioner (Foundational), AWS Machine Learning Engineer (Associate)