OJ Adeyemi

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EDUCATION

Lassonde School of Engineering, York University — Toronto, ON
Bachelor of Science (Honours) in Computer Science — Expected Dec 2026
Cumulative GPA: **3.7/4.0**; Dean's List: 2022-2023
Relevant Coursework: Intro to Programming (Python), Advanced Object Oriented Programming (Java), Data Structures, Theory of Computation, Software Tools (C and Unix), Computer Organization (Assembly and Verilog)

PROFESSIONAL EXPERIENCE

Data Engineer — Toronto, ON
Maple Leafs Sports and Entertainment — May 2024 – Present
- Collaborating 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 Q&A RAG chatbots 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, TailwindCss, JavaScript, Python, Flask, MySQL, 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 20,000+ fans, coaches, players, media, and prospective professional league stakeholders.

usports-basketball | *Python, Pandas, Requests, BeautifulSoup, Pytest, Playwright*
- Created a PyPI package, "usports-basketball," that retrieves and structures 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.

PongGame | *Java, Swing*
- Built a two-player pong game using Java, implementing graphical user interface components with JPanel and JFrame.
- Applied object-oriented programming principles and design patterns to create efficient, reusable and maintainable code.

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, Assembly, SQL(MySQL, Postgres, Amazon RDS)
Developer Tools: Git, Docker, Unix Shell, Google Cloud Platform, AWS, GitHub Actions
Frameworks/Libraries: Flask, FastAPI, Pytest, Playwright, Langchain, Langgraph, Tailwind, Pandas, jQuery, React, Express