

OJ Adeyemi

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EDUCATION

Lassonde School of Engineering, York University

Toronto, ON

Bachelor of Science (Honours) in Computer Science

Expected May 2027

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