OJ ADEYEMI

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EDUCATION

Lassonde School of Engineering, York University

Bachelor of Science (Honours) in Computer Science

Expected Graduation: Dec 2026

GPA: 3.7

PROFESSIONAL EXPERIENCE

Maple Leaf Sports and Entertainment (MLSE)

May 2024 – June 2025

Software & Data Engineer Intern

Toronto, ON

- Collaborated with a team of data scientists and engineers in building a <u>conversational video agent</u> utilizing AWS, <u>Twelve Labs</u> and <u>LangGraph</u>, enabling users to search through hundreds of hours of footage in seconds and automate editing workflows
- Designed and deployed AI-powered internal tools that streamlined workflows and reduced task completion time
- Supported **DevOps** and software engineering teams in containerizing applications, setting up **OAuth** and deploying them on the company's **Kubernetes** infrastructure, supporting **10+ production services with high availability**
- Team responsible for winning the <u>2025 NBA Team Innovation Award</u> and the <u>2025 CIO Canada Award</u>

ENTREPRENEURIAL EXPERIENCE

Founder, Northscore

Aug 2025 - Present

- Drove 100% of technical strategy and execution, building containerized microservices, scalable data pipelines, and custom Python SDKs for Northscore, a Canadian sports app covering 40+ leagues
- Delivered a performant <u>Progressive Web App</u> capable of handling tens of thousands of daily users, achieving 99.9% uptime and p95 API latency <500ms, with live stats, recommended content, and community features
- Secured a pre-launch partnership with the <u>HoopQueens basketball league</u>, building their official data infrastructure and designing a pipeline to transform raw box scores from 4 teams and 50+ players into structured team and player stats
- Developing Northscore MCP server, enabling AI agents to query Canadian league data via interactive apps

PROJECTS

Canada Basketball AI Scouting System | FastAPI, React, LangGraph, SQLite, PostgreSQL, Docker, Google Cloud, OpenAI, Cohere

• Built a scouting system, integrating multi-league data (U SPORTS, CCAA, HoopQueens, CEBL) into a searchable stats page and a conversational AI agent that generates detailed, evidence-based player scouting reports.

Canadian sports data SDKs | Python, Pandas, BeautifulSoup, Pytest, Pylint, requests, httpx. GitHub Actions

- Developed and open-sourced Python SDKs for <u>U SPORTS</u>, <u>CFL</u>, <u>CPL</u> and <u>CEBL</u> to retrieve and structure sports data, integrating it into data pipelines, applications (e.g. Northscore), and data visualizations
 <u>mplbasketball</u> | Python, Matplotlib, Pytest, Pylint
- Open-source contributor and maintainer of a Python library for visualizing 2D and 3D spatio-temporal basketball data from major competitions, including the NBA, WNBA, NCAA, and FIBA, resolving issues and reviewing pull requests

BookBuddy | Java, Spring Boot, Maven, React, Vite, TypeScript, Tailwind CSS, SQLite, PostgreSQL, Open Library API

• Built a personal reading tracker app to organize books, track progress, and achieve reading goals.

EXTRA-CURRICULAR

Vice President - York Sports Analytics Club

Toronto, ON

York University

Aug 2025 - Present

- Leading all technical projects and managing the club's digital infrastructure
- Led the development of the Ontario University Sports Analytics Coalition website and co-organized the 2026 conference

TECHNICAL SKILLS

Languages: Python, Java, C, JavaScript, TypeScript, HTML5, CSS (Tailwind), SQL, Bash

Developer Tools: Git, GitHub Actions, Docker, Kubernetes, Redis, Supabase, AWS, GCP, OpenTelemetry, Claude Code, Figma **Frameworks/Libraries:** FastAPI, Spring Boot, Express.js, Pytest, Playwright, Node.js, React.js, Next.js, LangGraph, Pydantic