

# OMODOLAPO OLABANJI

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## EDUCATION

**Indiana University Bloomington** – Bloomington, IN **December 2025**  
**Bachelor of Science in Computer Science** (CGPA- 3.8/4.0) | **Minors** - Data Science, Mathematics  
**Relevant coursework:** Data Structures, Applied Algorithms, Discrete Mathematics, Software Methods, Linear Algebra.  
**Honors & Awards:** Luddy School of Informatics Dean's List (Recipient: 2022-2024), Hudson and Holland Scholarship.

## TECHNICAL SKILLS & CERTIFICATIONS

- **Languages:** Python, Java, HTML/CSS, C, C#, JavaScript, SQL, TypeScript.
- **Libraries and Frameworks:** ReactJS, Flask, Bootstrap, SpringBoot, Pandas, Numpy, Django.
- **Technologies/ Tools:** PostgreSQL, Git, PostMan, Unix, Docker, MongoDB, Unity.
- **Concepts:** Version Control, Software Development Life Cycle, Test Automation, REST API design, Data Visualization.
- **Certifications:** CodePath -Technical Interview Prep, LinkedIn Learning – Full Stack Development with Flask, Introduction to SQL Lite.

## EXPERIENCE

**Software QA Engineer Intern - Ascend Indiana** | Indianapolis IN **June 2024 - August 2024**

**Backend Engineer Intern - GBSC Group** | Remote **March 2024 - May 2024**

- Developed and optimized REST APIs, enhancing efficiency by integrating CRUD operations and streamlining backend server requests.
- Identified and resolved server-side errors resulting in minimized downtime (up to **60%**) and improved collaboration with the front-end development team.

**Undergraduate Instructor (I101) - Indiana University Bloomington** | Bloomington IN **August 2023 - Present**

- Lectured lab sessions, teaching rudimentary informatics modules like programming in Python, web development, and data analytics.

## PROJECTS

**Guitar E-commerce Store** | *Springboot, PostgreSQL, React, Redux* [GitHub](#) | [View Project](#)

- Engineered a full-stack guitar store web application using Spring Boot and PostgreSQL, with secure endpoints via Spring Security, resulting in enhanced data protection and privacy.
- Implemented containerization with Docker and hosted the backend on Render, alongside CI/CD pipelines using GitHub Actions, which streamlined the deployment process and reduced manual errors by **30%**.
- Designed a responsive frontend with React, Bootstrap, and Redux for state management, and hosted on Vercel, improving user engagement by **25%** and reducing cart abandonment by **15%**.

**AI Flashcard WebApp** | *OpenCV, OpenAI API, Pytesseract OCR, Flask, MongoDB, REST APIs* [GitHub](#)

- Programmed a full-stack web application using Flask that detects and parses words from students' notes using OpenCV image manipulation and OCR module.
- Utilized OpenAI's GPT-3.5-Turbo to generate pertinent flashcards and incorporated a MongoDB database for flashcard storage.
- Managed user sessions, authentication, and authorization by employing Flask's WTForms.

**"Worddoodle" Wordle Clone** | *Unity, C#, APIs, CanvaAI, Newtonsoft.JSON* [GitHub](#) | [View Project](#)

- Replicated the Wordle game in Unity, featuring visually captivating and immersive environments, delivering an enjoyable player experience
- Utilized coroutines to query a dictionary API via GET requests, validating user input and generating winning words