

# OYINKANSOLA OJUTIKU

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## EDUCATION

MAY 2018

**B.S. SOFTWARE ENGINEERING**, FLORIDA INSTITUTE OF TECHNOLOGY

**Relevant Coursework:** Game Design, Compiler Theory, Software Testing, Algorithms and Data Structures

## SKILLS

Java, Angular, Python, C#, HTML, CSS, JavaScript, MySQL, MongoDB, .Net, ReactJS, AWS, Swift, MASM, Intel and SPARC Assembly Language, Android Dev, Unity, Unreal Engine, Agile Dev, Design Patterns

## EXPERIENCE

JANUARY 2021 – APRIL 2022

**SOFTWARE ENGINEER II**, LEXISNEXIS USA

- Took ownership of multiple applications
- Developed software according to client specifications
- Reviewed pull requests for owned modules
- Hosted multiple user research sessions with clients
- Interviewed prospective team members
- Mentored junior developers

OCTOBER 2019 – DECEMBER 2020

**SOFTWARE ENGINEER I**, LEXISNEXIS USA

- Fixed defects and maintained existing applications
- Supported shift from Handlebars JS to Angular
- Shifted framework from monolithic to using microservices and micro front ends

MAY – AUGUST 2016

**SOFTWARE ENGINEERING INTERN**, CHRISTIAN CARE MINISTRY

- Created webpages and ensured website is both visually appealing and up to code
- Translated website's HTML 4 code to HTML 5, including CSS
- Facilitated shift from Ektron to EPiServer
- Designed test cases and scenarios for a range of applications on mobile and web

## PROJECTS

MAY 2021 – PRESENT

**GAMER'S DEN** ([HTTPS://GAMERSDEN.IO](https://gamersden.io))

**PYTHON, WEB SCRAPING, SCRAPY, AWS HOSTING, MONGODB ATLAS, ANGULAR, NODEJS**

- Scaped a robust database of games from popular game stores
- Implemented the ability to keep track of games a user has played or plans to play
- Implemented the ability to add friends and view notifications about their habits
- Architected a machine learning powered game recommendation system