OSAMUDIAMEN ADUN

BACKEND DEVELOPER

CONTACT

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📍 Brampton Ontario, Canada

SUMMARY

Software Developer with 3+ years of experience designing and optimizing software systems. Proficient in building scalable applications, integrating APIs, and ensuring performance reliability. Adept at solving complex technical challenges, collaborating in Agile teams, and delivering high-quality software solutions

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SKILLS

Programming Languages: Java, Python, C++, C#, JavaScript

Game Engines: Unity (2D/3D/WebGL/Mobile), Unreal

Frameworks & Tools: React.js, Node.js, Express.js, Firebase, REST API, Docker, Git, PlasticSCM, PostgreSQL, Redis, axios, xml2js, cookie-parser, CSS, VSCode

Game Development: Unity, Unreal, game mechanics design, UI; integrating APIs (Steamworks)

Software Development: API integration, Serverless architecture, performance tuning

Methodologies: Agile/Scrum, CI/CD, Debugging, Testing

Soft Skills: Problem-solving, team collaboration, adaptability, critical thinking

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EDUCATION

Queen's University

Bachelor of Computer Science (Honours)

2020-2024

WORK EXPERIENCE

BACKEND DEVELOPER
ALSQ Studios

Project - AnimeBase   August 2024 - November 2024

- Developed AnimeBase, an AI-driven platform for anime discussions, power scaling, and AniList/MAL updates using React.js, custom CSS, Node.js, and Express.js.
- Integrated OpenAI API for chatbot functionality and AniList/MAL API for data synchronization.
- Utilized PostgreSQL for user data and Redis for caching, and Firebase for serverless backend services and hosting.
- Built and documented a REST API to support seamless communication between the front-end and back-end systems.
- Leveraged libraries like axios for API requests, xml2js for handling XML data, and cookie-parser for managing session cookies.
- Implemented OAuth2 for authentication, rate-limiting, and API security with HTTPS and SSL certificates.
- Employed Agile/Scrum methodologies, using VSCode followed Object-Oriented Programming principles, and managed CI/CD pipelines with Git.

Project - Stellar Synergy   February 2024 - August 2024

- Contributed to the development of "Stellar Synergy", using Visual Studios C# Unity2D PC game where players control a mech using mobile devices.
- Optimized performance using Unity Profiler, reducing load time by 20% and resolving key performance issues.
- Integrated touchscreen mechanics and gyroscope functionality for intuitive mobile controls.
- Managed Git for version control and streamlined CI/CD pipelines.
- Wrote clean, maintainable code documentation and refactored existing code for better efficiency.
- Utilized Trello for task scheduling and project timeline management.

Project - Hypogean   August 2021- October 2022

- Developed "Hypogean", a Unity 2D action RPG, integrating Steamworks API for achievements and launched on Steam.
- Designed and implemented an elemental-based combat system, inventory system, and multiple route endings using a Singleton Algorithm for the save/load system.
- Enhanced player engagement by 10% through the development of social events, party interactions, and mini-games.
- Collaborated with a team of 5 via Discord and PlasticSCM for version control and file sharing.
- Composed original music in FL Studio, recorded audio with Audacity, and created promotional materials using Adobe Premiere Pro.