

# OSAMUDIAMEN ADUN

## BACKEND DEVELOPER

### CONTACT

📞 289-259-7678  
✉ osamudiamen.adun@gmail.com  
🌐 <https://osamu-ad.github.io/devportfolio/>  
🌐 <https://www.linkedin.com/in/osamudiamen-adun-0a8991239/>  
📍 Brampton Ontario, Canada

### SUMMARY

Software Developer with 3+ years of experience in SaaS and financial applications. Proficient in building scalable systems, API integration, and performance optimization. Experienced in subscription platforms and PostgreSQL for financial data management. Skilled in Agile development and delivering robust software solutions.

### SKILLS

#### Programming Languages:

Java, Python, C++, C#, JavaScript

#### Frameworks & Tools:

React.js, Node.js, Express.js, Firebase, REST API, GraphQL, Docker, Kubernetes, Git, PlasticSCM, PostgreSQL, Redis, Jenkins, Eclipse, Visual Studio Code

#### Data Analysis & Processing:

Experience with ETL processes (JSON, TSV)

#### Game Engines: Unity

(2D/3D/WebGL/Mobile), Unreal 5

#### Software Development:

API integration, Serverless architecture (GCP), modifying application code, statistical analysis, performance tuning, Strong knowledge of AWS EC2 & Cloud Platform Hosting

#### Methodologies:

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

#### Soft Skills:

Problem-solving, team collaboration, adaptability, critical thinking

### EDUCATION

#### Queen's University

Bachelor of Computer Science (Honours)

2020-2024

### 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's GraphQL API, employing ETL processes to extract JSON data and load it into PostgreSQL for enhanced data accessibility and analytics.
- Utilized PostgreSQL for managing user data and Redis for caching, optimizing query performance.
- Deployed Firebase for frontend hosting and Google Cloud Run for backend.
- 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 cors, 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 & Stay Up!

March 2023 - August 2024

- Contributed to the development of "Stellar Synergy", using Visual Studios C# Unity2D PC game where players control a mech using mobile devices.
- Developed "Stay Up!", an indie mobile game released on Google Play, featuring a fully functioning store with microtransactions and in-built ads.
- Integrated touchscreen mechanics and gyroscope functionality for intuitive mobile controls.
- Optimized game performance and user experience for Android devices (SDK 33) minimizing crash rates by 30%.
- 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.
- Optimized performance using Unity Profiler, reducing load time by 20% and resolving key performance issues.
- 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.