

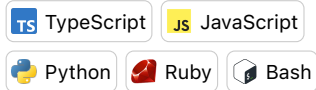
Praise Daramola

Software Engineer

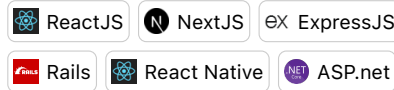
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Experienced Software Engineer with four years hands-on experience in full-stack software development and product design. I have experience working in different stages of the software development cycle, from requirements gathering to design, development, testing, and deployment.

Programming Languages



Frameworks



Development services



Work Experience

Software Engineer (Incubation/Studio)

Harmony Venture Labs / **January 2021 - Present**

- Currently working as a Fullstack Engineer with the Studio team at Harmony Venture Labs. Our team works on prototypes for new products we intend to launch.
- **Buddys**: Worked with the design team to revamp the mobile application. My main role on this project was to implement the new designs and features. I used React Native to build the mobile application and Ruby on Rails to build the backend.

- **CoWello prototype**: Worked with my team to build a prototype using a no-code tool (Bubble.io) to validate the idea for a coworking space management platform. I built a library of custom plugins, using jquery, to optimize the application and achieve custom functionality.

- **CoWello**: Worked on the creating the main application for a space management platform focused on helping coworking space managers and owners manage their locations and spaces.




- **Extelli**: Worked with other engineers and designers to build a knowledge management platform for teams and individual contributors. I was tasked with building a 1 week MVP to validate the idea and test basic feasibility then worked with the team to build the full application.

- **Describely**: Leveraged GPT-3 to build an application for E-commerce merchants to generate and manage product information using Machine Learning.

- Frequently consulted for input on new ideas and technical feasibility for our portfolio companies.

Software Engineer

Freelance / **January 2022 - Present**

- Decided to take on freelance projects to experiment with different technologies and learn how to work with clients.
- Currently maintaining a web application for a non-profit in Birmingham. The application is built in Ruby on Rails and hosted on AWS. I work with the clients to implement new features and fix any issues they have with the application.

- I worked with a client to build a mobile application that helps parents keep a consistent schedule for their children. They had a set of designs from a design agency and I worked on implementing the designs. I used Flutter to build the mobile application and the backend was built in Typescript using GraphQL and hosted on AWS.

- Created a mobile game based on a card game for Advance Local Media. The game was created using React Native and the backend was a Firebase database.


Software Engineering and Product Design Intern

*Fledging LLC / **May 2019 - January 2021***

- Designed and developed a desktop application for formatting Solid State Drives. This application was designed and built to simultaneously format an SSD and install a selected MacOS version. The application was created as part of my summer 2019 internship to speed up the OS installation from several minutes to 7 to 20 seconds.



- Built an inventory management web application to optimize operations and reduce dependency on other platforms.



- Wrote scripts to gather market data on a daily basis and automatically send the data to the head of operations.



Education

University of Alabama at Birmingham

*Electrical and Computer Engineering / **August 2018 - May 2021***

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