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

TypeScript, JavaScript, Python, Ruby, Bash

Frameworks

ReactJS, NextJS, ExpressJS, Rails, React Native, ASP.net

Development services

AWS, Github, Google Cloud, Firebase, Heroku

Work Experience

Software Engineer (Incubation/Studio)

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

- Currently working as a Full Stack Software 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 nocode 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 an 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: Worked with my team to design, build, and maintain this application. The application is a tool that helps e-commerce store owners generate product descriptions using AI/Machine Learning. My main job was performing R&D and building the first version of the product.
- 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.

- 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.

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

- Designed and built an application to aggregate market data from all our E-Commerce stores daily. The gathered data was processed and used for market and competitor research.

- Worked with the team to design and prototype new hardware product ideas.

Education

University of Alabama at Birmingham
Bachelors in Electrical and Computer Engineering

- Pursued my Bachelors in Electrical and Computer Engineering.
- Worked with a team of Engineering Ambassadors to build a website for Engineering Ambassadors for students to create ornaments and decorate a christmas tree.

- Worked on a class project with the Jefferson County Police Department to develop a web based fleet management system to replace their Microsoft Access database.

- Final Semester Team design: Our team designed and built a printable sensor patch with artificial intelligence monitoring. I built an embedded application to run on a microcontroller to collect and aggregate the data. I also built a web application to display the data and allow users to interact with the device.


University of Alabama at Birmingham
*Masters in Electrical and Computer Engineering / **August 2024 - Graduating May 2026***

View on web ✨