Tope Babajide

Software Developer

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Ottawa, ON
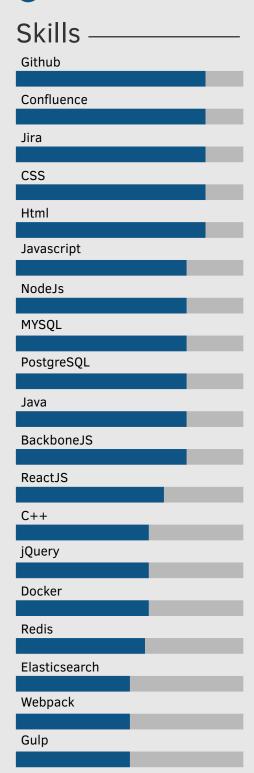K1P 0A4

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Skills

Github

Confluence

Jira

CSS

Html

Javascript

NodeJs

MYSQL

PostgreSQL

Java

BackboneJS

ReactJS

C++

jQuery

Docker

Redis

Elasticsearch

Webpack

Gulp

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Education

2010-2016 Bachelor of Computer Science, Minor in Business
Carleton University

Related Experience

i-Sight - Ottawa, ON

Software Application Developer   (2017-Present)

- Participate in full stack development of Case Management Systems front-end to database using Javascript, HTML5, CSS3, Node.js,PostgreSQL and Backbone framework.
- Contribute to in-house software application instructional material on i-Sight's confluence.
- Attend meetings with clients and business analyst to discuss and implement business requirements.
- Setup reporting from data stored in relational databases for various clients using Yellowfin software.
- Unit testing, peer code review,and feedback loop with project team.
- Data Migration from the older i-Sight application to the latest version of the platform
- Integrate code into shared repository(Github) using Travis-CI.

Carleton University(MacOdrum Library) - Ottawa, ON

IT Help Desk Analyst   (2016)

- Provided support to staff and students in their use of networks, dial-in services, applications, operating systems, and various hardware.
- Solved user problems including account set-up, password issues, software configuration,printer related issues.

Carleton University, Ottawa, ON

Teaching Assistant   (2015)

- Serve as teaching assistant for introduction to computer science class (Java).
- Responsible for marking assignments, proctoring the midterm and answering student questions.

Applied Projects

Peer-Aide (In-Progress)

Designed using *Node.js Express* framework. This is built to help students check for course details as well as professors offering the course at the moment and times in which the course is being offered and also check related past questions to the course to aid better study. Also it will allow students search for professional tutors for a particular course to assist in any way possible. All info is stored in *MYSQL* database and properly secured as well which includes routes, hashing the passwords before storing it in the database etc. This was also implemented using *RESTful API*.

Ivanhoe Board Game

- Built a java card-based online multiplayer which permits players to play across a network using their computers via a known IP address and port number.
- Used *Agile* Methodology, *SCRUM* approach and *Model-View-Controller* design pattern.
- Integrated multithreaded TCP/IP networking protocol.
- Provides a neat GUI that allows the user to select cards.

Distributed Meeting Scheduler

. Built a *C++* application for scheduling meetings between multiple users across a network using TCP/IP.
. Provides a command line UI that allows the user to select dates and potential locations
. The scheduler uses *libICAL* library to select a date and time for the meeting based on participants pre-existing schedules (Finds the location and time that would be easiest for all users to get to and from based on other meetings on their schedules