

Toluwanimi Amudipe

Software Engineer

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Education

Bowie State University

Bachelor of Science In Computer Technology

December 2022

Bowie, MD

Skills

Languages: Python, C++, Java, JavaScript, PHP, C#, HTML, CSS, SCSS

Frameworks: AngularJS, Bootstrap, React, Tailwind CSS, Node.js

Tools: Git, Axure, MySQL, Server Administration, Windows, Linux

Experience

Fullstack Intern

Sandia National Laboratories

June 2022 – June 2023

Albuquerque, NM

- Boosted the engagement by 20% with the site through gamification of front-end SPA leveraging Bootstrap and AngularJS
- Designing website page mockups using Axure, these mockups were later used to create a new page on the site
- Worked on Node.js script to work with API caches, these caches were memory clutter, and the script helped to clear them out efficiently

Web Developer

Yeletech Security

July 2020 – September 2020

Owing Mills, MD

- Collaborated in the development of the company information site.
- Managed site design and programmed dynamic web forms using HTML, CSS, and JavaScript.
- Improved UX by redesigning web forms and simplifying navigation through minimalist design principles.

Software Engineer Apprentice

Expedia

June 2017 – August 2017

Bellevue, WA

- Undertook a dual intern intended role as an upcoming college freshman
- Developed a Python sentimental analysis software that leveraged machine learning through banked sentiment words to determine sentiment in social media posts involving the Expedia company.
- Utilized machine learning to increase customer service response accuracy by 12%.

Projects

Church Website

Repo:<https://github.com/toluwanimi1/RCJCWebsite>

March 2024 - Present

- A responsive website for a church being built with React and Tailwind CSS

Portfolio

Repo:<https://toluwanimi1.github.io/My-Portfolio/>

October 2023 - Present

- A responsive portfolio showcasing projects built with React and Tailwind CSS, integrated with Redux for state management.

DevOps Tutoring Schedule Site

Repo:<https://github.com/toluwanimi1/Tutor-Scheduling>

February 2020 - Jun 2020

- Led a team of 8 to develop a scheduling app using HTML, CSS, JavaScript, and Node.js, deployed on a Raspberry Pi.
- Managed project workflow, leading to the app being used by 100+ students within its first semester.