Oluwatoyin Ariyo

Software Developer

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⭘ toyinariyo

SUMMARY

An ambitious junior software developer who is very familiar with C# and Python and is currently seeking a job developing and maintaining software applications.

WORK EXPERIENCE

Mobrite
Junior Web Designer
(March 2021 - August 2022)

Did web design for clients by designing mockups in Adobe XD and implementing the final web design with Elementor. Also designed the frontend and managed the backend of Mobrite's digital magazine, **NetworthPick**.

EDUCATION

University of Westminster
Bachelor's Degree with Honours Computer Science
(September 2015 - July 2019)

PROJECTS

Game Database
https://github.com/toyinariyo/RazorPagesGame
(September 2018 - September 2018)

Razor Pages database made with ASP.NET Core that displays games information such as game title, genre and number of playable characters.

Wasted in Welkin Way
https://toyinariyo.itch.io/wasted-in-welkin-way
(September 2020 - October 2020)

A visual novel prototype developed in Unity based on Night School Studio's Afterparty. Uploaded to GitHub in January 2021.

Star Clicker
https://toyinariyo.itch.io/star-clicker
(February 2021 - February 2021)

Simple clicking game developed with Unity and C# where the player must click on all of the stars before the timer runs out.

HOBBIES

Developing games

SKILLS

Python   C#

HTML   CSS