

OLUWATOSIN GABRIEL OLUBIYI

Personal Information

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Profile

I'm a backend developer and software engineer. I'm passionate about building quality web applications, and interactive projects for enterprises, startups and people. I have experience implementing business logic and building and maintaining secure API endpoints. I have excellent communication and interpersonal skills. I look forward to joining and useful contributions to your team in the nearest future.

Selected Personal Projects

- [Similar Image Search](#) - Searches near-duplicate images in gallery, sorts and displays results in order of similarity.
- [Sponsokit search ui](#) - API for querying or searching for related influencers from Elasticsearch.
- [Human leg detection model](#) - for recommending shoe sizes to customers on a shoe e-commerce platform, trained with AutoML.
- [Malliva](#) - An Open source Marketplace Platform for businesses.
- [Embryo Design Marketplace](#) - A Fashion design marketplace platform.

Work Experience

Lampada Digital Solutions **2022 - Present**
Position: Software Developer

Responsibilities & Achievements:

- I contributed to the requirement gathering process, technical design and development of a navigator app for people with special needs.

Softsmart Technologies **2019 - 2021**
Position: Backend Engineer

Responsibilities & Achievements:

- I designed and developed robust services in collaboration with frontend developers to produce well-tested, high-quality code.
- I worked directly with product designers to implement business logic, and features and understand use cases.
- I contributed to the technical design and development of APIs with performance and scalability in mind.
- I built infrastructure, toolsets and deployment pipeline to support API development

Gallery of Code **2018 - 2020**
Position: Interactive Art Engineer (Pro bono)

Responsibilities & Achievements:

- Building and training deep learning models for local object recognition use cases.

- I trained students on interactive technologies, e-commerce, and game development
- I developed 3D interactive projects for brands and events.
- I developed interactive games with computer vision frameworks.
- I represented Gallery of Code at events and delivered presentations on Interactive technologies, and generative arts.

Heimdall Technologies

2017 - 2019

Position: Backend Developer

Responsibilities & Achievements:

- I designed, developed, and modified websites/web applications from layout to function to fit clients' specifications.
- I provided and recommended the best development routes for team members to meet the required development objective.
- I set up and managed the company's web hosting service – Heimdall hosting.

Education

University of Hull

2021 - 2022

Degree in view: MSc Advanced Computer Science

Middlesex University

2012 - 2014

Degree Earned: BSc (Honours) Information Technology and Business Information Systems.

Key Skills and Expertise

Language(s)

- English (Professional Working Proficiency)
 - International English Language Testing System (IELTS) Overall Band Score - 7

Technologies

- Virtualization Technology - VMware, Hyper-V, Docker Containers.
- Databases - Microsoft SQL Server, PostgreSQL, MySQL, Amazon DynamoDB, MongoDB
- Deployment - Heroku, ElasticSearch, GitHub
- Cloud Computing - Amazon Web Services.
- Programming Languages - Python, JavaScript, C#
- Arduino, Raspberry PI
- Computer Vision - ReactIVision, OpenCV, OpenVINO
- Frameworks - Django, Flask, FastAPI, Express, VueJS, ReactJs, DotNet
- Algorithms - Breadth-First Search, Moving Target Search, etc.

Hobbies & Interests

- Playing Saxophone,
- Playing video games,
- Travelling.

References

References are available upon request