JAMES ADENIJI
SOFTWARE ENGINEER

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CAREER SUMMARY

Experienced Software Engineer with 5+ years of developing web & mobile applications, AI-driven systems and database management for governmental and non-governmental organisations. Proficient in frontend, backend, test-driven development, RESTful APIs, Agile methodologies, and modern web development tools with a strong focus on designing robust, scalable, intuitive, and solution-oriented systems. I have successfully collaborated with a team that deployed projects impacting hundreds of thousands of users. Excited to join and contribute to the team of talented software engineers on impactful projects.

TECHNICAL SKILLS

- **Programming Languages:** HTML, CSS, SCSS, Bootstrap, Tailwind, Javascript (Typescript, NextJs React, VueJs), C# (Asp.Net Core, Asp.Net MVC), PHP (Larabel and Wordpress) and Python.
- **Database Management:** SQL (MySQL, MSSQL, PostgreSQL) and NoSQL (Mongo DB, Firebase).
- **Development Methodologies:** RESTful APIs, Agile, Scrum, Test-Driven Development (TDD), Behavior-Driven Development (BDD).
- **Version Control & Collaboration**: Git, GitHub, JIRA, Slack
- **Game Development:** Unity 3D, Unity 2D,
- **Cloud/Hosting & DevOps:** AWS (EC2, S3, Lambda), Azure, Jenkins (CI/CD Pipelines), IIS, LAMP,
- **AI & Machine Learning Framework:** TensorFlow, Keras, Scikit-Learn, Pytorch. OpenCV
- **Automation & Robotics Tools:** PLC Programming. Robot Operating System (ROS), Gazebo.
- **Operating System & Hardware Platform:** Windows, Linux. Arduino, Raspberry Pi.
- **Other tools:** Docker, Kubernetes, Visual Studio, Unity Editor, Robot Studio, Team Viewer.

EDUCATION

M.sc Robotics and Automation   **Jan 2023 - May 2024**
University of Salford - Salford, Manchester, United Kingdom.
Graduated with distinction.| Specialisation in Machine Learning & Artificial Intelligence
- Research Project on Automatic Occupancy Grid Map Rectification using Machine Learning.
- Autonomous Robot Navigation with Pioneer Robot P3-DX leveraging AI a.

B.Eng Computer Engineering   **Sept 2012 - July 2019**
Ekiti State University- Ekiti State
- Second-best graduating student in the Department of Computer Engineering with a CGPA of 4.15 out of 5.0 (Second Class Upper).
- Developed Web and Mobile Applications for the University.

PROFESSIONAL EXPERIENCE

Software Engineer - Remote
April 2024 – Till Date/ Off the Curriculum, United Kingdom
- Key Focus: Developing AI-enhanced education systems to provide tailored learning solutions.
- Built a membership platform using ReactJs, NextJs, NodeJs and Firebase to connect students with teachers for personalized learning experiences.
- Developed and optimized user interfaces for seamless interactions between students and educators.
- Implemented advanced AI algorithms to analyze student performance and deliver customized feedback.

Software Engineer - Hybrid
Sept 2019 – May 2024 / Ekiti State University
- Developed robust Edu-portal software and computer-based exam software using cutting-edge technologies like C#, Asp.Net Core, SQL, React, NextJs, NodeJs, Typescript and AWS.

- Implemented REST APIs for seamless integration with internal and external systems, improving usability and system efficiency.
- Developed a comprehensive student and staff management module integrated with Pro Monitor-like functionalities.

Software Engineer – Remote

Jan 2023 – July 2023 – Support7Care, Stoke on Trent, Staffordshire, UK

- Built a healthcare staffing platform with programming technologies like VueJs, and MongoDB.
- Wrote unit and integration tests to enable continuous delivery.

Assistant Lecturer - Physical

Jan 2022 – Jan 2023 / Ekiti State University

- Taught programming courses in C, AI, and robotics to university students.
- Guided student projects, graded assignments and papers.

Software Engineer - Hybrid

Mar 2020 – Jan 2021 / Bamidele Olumilua University of Education, Science & Tech.

As a result of the mind-blowing performance showcase at Ekiti State University, Bamidele Olumilua University of Education, Science and Technology entered into a contract agreement to help replicate this great performance in the institution.

• Designed the first-ever robust University Portal for the university.

• Developed a computer-based software for assessing students' performance.

• Created a hostel & accommodation management module for the university.

CEO/Full Stack Software Developer – Hybrid

June 2019 – Dec 2022 / Best Way Telecommunication Company

- Built digital solution software for different Universities and colleges like COEIKERE, RUGIPO, and OAUSTECH.
- Built news and information website and Android app using WordPress and Java for Wazobia Reporters, Our People's FM, and The World Periscope.

OTHER PROJECTS

- AI-Driven Learning Platform: Designed and developed a cutting edge AI system to anlayse and optimise learning outcomes for over 30,000 users
- E-commerce Web App: designed and developed from scratch using PHP, MySQL, and payment gateway
- Real-World Game (Rescue from City Dragon): designed and developed using C# and Unity IDE
- News Mobile App: designed and developed using Java and Android Studio IDE
- Autonomous robot navigation using hand gestures: collaborated with an Msc project student to program a pioneer robot using Machine Learning.

ACCOMPLISHMENTS

- Award for an outstanding achievement presented by the management of Ekiti State University for developing a robust university portal management system - published on The Sun Newspaper – Nov 2020 https://www.sunnewsonline.com/ekiti-varsity-honours-alumni-corp-members-for-developing-portal/

INTERESTS

AI, Machine Learning, Programming, Robotics, Cloud Systems, Full Stack Development, Educational Technologies.

LANGUAGES

English (Fluent)

CERTIFICATION

- Web Development and Machine Learning (Udemy, Udacity, LinkedIn)
- AI for Education Technologies (Self-directed research)

REFERENCES

Available on requests