

Ademola Adenekan

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Links

[Github](#) [LinkedIn](#) [Portfolio](#)

Experience

FrameVr.io (Virbela) | US, California

Frontend web developer | 06/2021 - 07/2023

- The incorporation of cutting-edge features into the metaverse was spearheaded by **WebXR** and **Babylon.js**, improving user engagement and virtual immersion.
- **Vue.js**: Specialized in maximizing user interaction and aesthetic appeal while utilizing the capabilities of Vue.js to offer a superior UI experience.
- **Firebase Database Management**: Firebase was used to orchestrate solid solutions, ensuring trustworthy data storage and effective retrieval procedures.
- **Rust as backend**: Easily coordinated with backend developers, giving clients' needs top priority and reaching the highest level of client satisfaction in deliverables.
- **Git Codebase administration**: Effectively used **Git** for structured project administration, careful handling of pull requests, and upkeep of a codebase.

Blit.ai | US

Frontend-developer

- Helped client develop a CAD system for building a Radio Frequency simulation using advanced half edge data structure
- Utilized NodeJS, ReactJS for my workflow

Caliroutes | Toronto, Canada

Full stack developer

- Design and optimization of a user-driven navigation system to identify the most interesting routes based on preferences, utilizing a highly efficient **Dijkstra's Algorithm** implementation for the best outcomes.
- Using **Express.js** and **Node.js**, I managed and carried out streamlined backend operations to guarantee dependable server performance.
- **Git Codebase administration**: Effectively used **Git** for structured project administration, careful handling of pull requests, and upkeep of a codebase.
- **ReactJS Frontend Design**: Adopted **ReactJS** methods to shape and improve projects' frontend features, guaranteeing a responsive and immersive user experience.

Projects

- working on a 3D game editor using SDL2, **C++**, **OpenGL** and **Cmake** (<https://github.com/ademola-lou/HollowStudios>)
- Used **WebGL** engine such as Babylon.js to make a mini 3D substance painter app and 3D games(<https://www.ademola-lou.com/3DPainter/index.html>)

YUHub (YorkU Hackathon @YUHack)

- used **webRTC**, **socket.js** and **peer.js** to create a seamless link between peers for video call
- Implemented frontend with **React**, and used **Express**, **Nodejs** for backend

Skills

Communication skills, Leadership, JavaScript, C++, Java, ReactJS, Vuejs, Git, Node.js, Express.js, Python, TypeScript, Flask, Rust, Firebase

Education

York University | 4700 Keele St, Toronto

Computer Science, Bsc (Completed 04/2023)

Courses : Programming for mobile computing, Fundamentals of Data structures, Operating system, Design and Analysis of Algorithms, Advanced Object Oriented Programming, Database Management, Advanced Linear Algebra

Digital Media, BA (05/2019) : Introduction to 3D Modelling, Introduction to 3D Animation