

David Olaniyan

davidolaniyan8@gmail.com | Portfolio | GitHub | LinkedIn

SKILLS

Programming Languages: Python, JavaScript(ES6+), TypeScript, C#, Java, HTML/CSS, SQL, Bash, Flutter

Web & App Development: React, Vue.js, Quasar, Node.js, Express.js, Next.js, Sanity.io, Xcode, .NET

Cloud & DevOps: AWS, GCP, Kubernetes, Docker, GitHub Actions, Vercel, CI/CD, Heroku, AWS S3

Databases & Tools: PostgreSQL, MongoDB, Supabase, Git, GitHub, Postman, REST APIs, Visual Studio, Jira

EXPERIENCE

Founder & Technical Lead Acta Studio – Remote

December 2024 – Present

- Co-founded and lead Acta Studio, an independent digital consultancy, delivering end-to-end web platforms for commercial clients across hospitality, real estate, and local business sectors.
- Served as the technical owner and primary client-facing lead, managing projects from requirements discovery and scope definition through architecture, development, deployment, QA, and post-launch support.
- Translated business goals, operational constraints, and stakeholder feedback into scalable full-stack architectures that balance delivery speed, reliability, maintainability, and client usability.
- Designed architecture, developed, and deployed full-stack web solutions using TypeScript, Next.js, and PostgreSQL, supported by CI/CD workflows and structured QA checks to reduce release risk.
- Built structured Sanity CMS content models, admin workflows, analytics, and SEO tooling to reduce manual content update processes for non-technical stakeholders and support data-driven decision-making.

Software Engineer Intern Synamedia – London, Ontario

May 2022 – August 2023

- Accelerated software release cycles by 30% through the automation of GitHub Action workflows, eliminating 70% of manual processes.
- Optimized quality assurance workflows by integrating custom ESLint rules and GitHub Actions, reducing code review times, and ensuring adherence to coding standards across teams.
- Strengthened disaster recovery capabilities by designing and deploying a robust backup and restore solution using AWS S3, reducing downtime during system failures.
- Improved bug identification and resolution efficiency by 15% through improved user interaction tracking.

PROJECTS

Traffic Intersection Analysis

GitHub

- Engineered a scalable traffic management system that integrates real-time traffic data streams using a modular and event-driven architecture.
- Designed and prototyped a streaming-capable architecture to support live traffic monitoring and automated data ingestion from future real-time sources such as IoT sensors, city traffic cameras, and API feeds.
- Developed high-performance data pipelines to process traffic analytics, enabling batch and near-real-time insights for city planners.

Connect 4 Multiplayer Game

Website GitHub

- Planned and implemented scalable frontend/backend architecture with synchronized game state across clients using Socket.IO, Node.js, and React.
- Integrated real-time socket communication to sync game state between clients, including rematch requests, move broadcasting, countdown timers, and player disconnection handling.
- Designed a modular and extensible architecture to support future features, including persistent win/loss tracking via local storage or integration with a backend database.

EDUCATION

University of Western Ontario – BESC in Software Engineering with Co-op

June 2024