OLAWOLE ABAYOMI-OWODUNNI

Software Engineer

Carlow Co., Ireland | (+353) 089 237 3278 | ayolawole@gmail.com | https://www.linkedin.com/in/olawole-abayomi-owodunni/ | https://github.com/OlawoleAbayomi-Owodunni

PROFESSIONAL PROFILE

- Fourth year SETU Carlow student studying Computer Games Development.
- Involved in regular extracurricular group and solo projects with several published games and websites.
- Well-versed programmer with experience in C++, C#, Python and HTML while also specialising in efficient and scalable system design and Agile methodologies including SCRUM.
- Currently seeking a graduate opportunity in the IT, Software or Gaming Industry.

EDUCATION

SOUTH EAST TECHNOLOGICAL UNIVERSITY – CARLOW   2022-2026
- **BSc. (Hons)** Computer Games Development **(Expected 1:1)**

PROJECTS

Operation Reclaim || C++, SFML, OpenGL, Git, Trello
- Led development as Game Designer to develop this action survival roguelike game made from the ground up by my 3-man team of classmates during a 3-week sprint.
- **Skills:** Game Design, Project Management, Object-Oriented Design, Team collaboration, Testing and Debugging
- **Achievements: 1ST Place and Best Game Built Using Software Libraries award** at the All-Ireland 2024 Games Fleadh Competition
- **Links:** YOUTUBE // GIT REPO // WEBSITE

Go Fish Web App || Python, HTML, CSS, Flask, Jinja, MySQL, PythonAnywhere
- Go Fish web application built using Python and various web development technologies. Implemented a leaderboard with MySQL and dynamically rendered web pages using HTML, CSS, Jinja, and Flask. Deployed the application on the cloud via PythonAnywhere.
- **Skills:** Web Development, Backend Development, Database Interaction, Cloud Deployment
- **Links:** YOUTUBE // GIT REPO // WEBSITE

A* Pathfinding in Maze || C++, SL Linked Lists, SFML
- Implemented A* pathfinding algorithm in a maze using singly linked lists in C++. Utilized SFML for visual representation of the pathfinding process.
- **Skills:** Algorithm Implementation, Data Structures, Problem-Solving, Object-Oriented Programming
- **Links:** YOUTUBE // GIT REPO

WORK EXPERIENCE

MACHINE LEARNING SWE INTERN

Arm Holdings - Galway, Ireland | *Jun 2025 – Aug 2025*
- **Android Development:** Built, tested, and optimized features for a real-time voice assistant app, including UI rendering, navigation, and deployment.
- **UI/UX Testing:** Documented app behaviors, bugs, and performance issues during QA cycles.
- **Version Control:** Used Git for branching, merging, and collaborative code review.
- **Build Systems:** Worked with CMake for compiling and configuring C++ projects.
- **Programming Languages:** Contributed code and tests in C++, Kotlin, and Java.
- **Operating Systems & Tools:** Used Linux, Bash scripting, and Android Studio for development and debugging.
- **Agile & Scrum:** Applied Agile practices through sprint participation, backlog refinement, and Jira task tracking; chaired daily stand-ups to coordinate team progress.
- **Investigation & Documentation:** Researched upgrade paths (e.g., **whisper.cpp**), tested Android and C++ modules, and documented bugs, performance findings, and evaluation results for team use.