O l u w a s e y i   E .   K a r e e m (Seyi) (587) 973-9763

I tried to make this as human as possible in this A.I age.

I like good and maintainable software :)

Experience

Data Developer – StellarAlgo (Sept 2020 – Apr 2022)

- Developed a AWS/SQL-server ETL pipeline using productized Dynamic SQL stored procedures. This eliminated the need for custom scripts for every client and decreased the overall ETL processing time by 35%.
- Performed detailed analysis and modelled various datasets (Ticketing, Email, CRM) into star schemas.
- Established from the ground up (ConstantContact) as well as improved (Mailchimp, Shopify) API integrations us-ing Python and AWS for multiple third-party services.

Intermediate Data Engineer – StellarAlgo (Apr 2022 – Today)

- Reduced the time to onboard new clients from a week to a few hours by developing a toolkit to eliminate multiple manual configuration steps.
- Authored Github workflow scripts to automate new builds and deployments.
- Authored and maintained terraform modules to create reproducible AWS infrastructure.
- Performance Tuning of AWS glue jobs using apache Spark to reduce data processing times.
- Migrated clients from legacy SQL Server ETL pipeline to a new ETL pattern running on various AWS services.
- Proposed standard models for assigning products to customers which would be used by all sports teams taking into considerations the differences in each sport/league. These 'product-mapping' models were quickly applied across various ticketing systems and improved the accuracy of reporting.

Projects

FPL 2025 (Sept 2024-Date)

- I got tired of forgetting to set my fantasy premier league team before each game week so I developed a small bot to do so on a set schedule, hosted on google cloud.
- The bot is trained with the previous seasons data and the extra trees regression model was chosen to use to predict the optimal player pool to choose from.
- Complete CI/CD, containerized code, deployed as an artifact and triggered via Cloud run.
- Deployment/management of google infrastructure using terraform.
- More details can be found here: https://github.com/datareemz/FPL2025   please ignore fork, lost my old GitHub account.

Luxsonic (Sept. 2019 – Dec. 2019)

- Built and tested a custom graphical user interface allowing users to create traversable dialogue trees within Unity in VR. Testing was done/automated using NUnit with an achieved 91% code coverage.
- Designed a custom Editor window within Unity to allow for easy creation/editing of dialogue trees as well as a traceability requirements matrix to document/organize all test cases. Both were used by all 8 members of the team
- as well as the stakeholders.
- Improved traversal time of the dialogue tree by 35% by implementing a simple language engine which used an efficient modified Knuth-Morris-Prat algorithm as opposed to naive word/string comparisons.
- Strictly adhered to test driven development as well as CI practices by running on-demand builds and participating in weekly bug parDes/code reviews.
- More details can be found at: hhps://github.com/UniversityOfSaskatchewanCMPT371/term-project-fall2019-team-1

Technology Summary

Languages: **Python, SQL, Scala, JavaScript**, HTML5, TailwindCSS/SCSS
Frameworks /Tools: **Terraform, Docker, Apache Zeppelin/Spark ,SQL Server, AWS Services, MongoDB, Git**, Node.js, **Jupyter Notebook**

Volunteer Work

- Volunteered at the Britannia private Yacht Club in Ottawa, Ontario.
- Participated in University of Saskatchewan Game Jam 2019.
- Assistant soccer team coach at Globe F.C Hamilton, Ontario.

Education

University of Saskatchewan — Saskatoon, SK - **Bachelor of Science, Computer Science (Sept 2017- June 2020)**