Osanyem Osadebe

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SUMMARY OF QUALIFICATIONS

- Computer Science graduate (Co-op) from Toronto Metropolitan University with a GPA of 3.88 out of 4.33 and a strong record of academic and industry success.
- 2 years of experience delivering production features and automating QA for high-scale applications, including a sportsbook app with more than 1 million downloads.
- Built user-facing features that increased 30-day retention by 7 percent for 100,000 users and developed data services processing over 50,000 daily
 events
- Proficient in Java, Python, JavaScript, Elixir, and frameworks such as Spring Boot, React, and Django, combining backend depth with full-stack capability.

EDUCATION

Toronto Metropolitan University

Bachelor of Science, Computer Science

• **GPA:** 3.88/4.33

September 2020 - April 2025

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, Elixir, SQL, HTML, CSS

Frameworks & Libraries: Spring Boot, Django, React, Next.js, Tailwind CSS, Protobuf/gRPC

Tools & Platforms: Docker, Jenkins, Git, AWS, MySQL, UNIX/Linux, JIRA

Concepts: RESTful APIs, Microservices, CI/CD, Test Automation, Agile Development, Observability, Database Design

EXPERIENCE

Software Developer Intern

The Score Media and Gaming Inc.

May 2024 – August 2024

Toronto, ON

- Boosted 30-day user retention by 7% across 100K+ monthly active users by developing high-impact engagement features with Elixir and Phoenix.
- Enhanced system reliability and visibility by designing end-to-end observability pipelines in **Datadog**, integrating custom metrics, distributed tracing, and real-time alerting.
- Accelerated GraphQL API performance by optimizing Absinthe resolvers in Elixir, eliminating N+1 queries and reducing response times.
- Built a high-throughput data sync service handling 50K+ daily events, using Kafka and PostgreSQL, with streamlined Git and GitHub version control
 for operational efficiency.

Software Test Engineer Intern

TheScore Media and Gaming Inc.

January 2023 – August 2023

Toronto ON

- Contributed to the successful ESPN Bet launch across 16 U.S. states, using Charles Proxy for log analysis and debugging, helping the app reach #1 on the App Store with 1 million downloads.
- Automated 300+ test cases across web and mobile platforms with Java and Python, cutting QA cycle time by 20%.
- Reduced production bugs by 15% through rigorous code reviews, and strengthened quality by integrating TestRail and JIRA for defect tracking
 and testing workflows.
- Improved regression test performance by 13% by implementing parallel execution strategies in Java, significantly accelerating test cycles.

Software Engineer in Test Intern TheScore Media and Gaming Inc.

May 2022 - December 2022

Toronto, ON

- Boosted test automation coverage by 15% using Selenium, Cucumber, and Java, reducing post-release defects by 20% across web and
 mobile platforms.
- Built and maintained a CI/CD pipeline with Jenkins, automating smoke and regression tests, managing version control with Git, and ensuring
 cross-browser compatibility via BrowserStack.
- Led end-to-end testing for 5 core features, achieving 85% coverage using tools like Android Studio (Android) and XCUITest (iOS).
- Reduced test execution time by 4% by refactoring Java automation scripts and streamlining workflows, saving 4 hours per deployment.

PROJECTS

Learning Management System | Java, Spring Boot, Docker, PostgreSQL

- Developed a high-performance REST API with Spring Boot for a learning platform, delivering 15+ endpoints for course management with <100ms response times.
- Secured access with Spring Security and JWT, implementing role-based authentication across admin, instructor, and student roles.
- Engineered an optimized relational database schema with 10+ entities using Spring Data JPA, writing custom queries to boost fetch efficiency and reduce load times.