

I'm a Software Engineer with over 5 years of experience building high-performance, user-centric applications. I've led the development of cross-platform apps in gaming, social, and e-commerce, scaling them to support thousands of users with real-time features, efficient API integrations, and clean architecture. I specialize in creating seamless mobile and web experiences, setting up CI/CD pipelines, and collaborating closely with product, design, and backend teams to deliver fast, reliable solutions.

Work Experience

Fullstack Software Engineer	Kudobuzz Inc.	December 2023 – Present
- Built UGC apps that surface a merchant's Instagram, TikTok, and YouTube content inside their Shopify, Wix, and Etsy storefronts. - Built the merchant dashboard with customizable storefront widgets, multi-language translations across the UI, review management, and automated review-request flows. - Shipped review-import pipelines from Google, Yelp, and AliExpress, and an AI-generated CRO report that turns a merchant's review data into conversion insights. - Integrated payments and subscriptions across Shopify, Wix, and Etsy. - Migrated core services to TypeScript and moved asynchronous workloads to Kafka, powering review processing, subscription sync, and outbound email delivery.		
Fullstack Mobile Engineer	CaraHQ (cara.app)	April 2023 – July 2024
- Joined as the first mobile engineer and led the iOS and Android launches to 500k downloads. - Built artwork uploads, portfolio browsing, direct messaging, and AI art detection (Hive, AWS Rekognition) across both platforms. - Shipped the backend services the mobile app needed such as social login, push notifications, and more.		
Fullstack Software Engineer	Picashot Inc.	July 2021 - Present
- Built and shipped the React Native app and the web platform, currently hosting 200K+ in-game photos with around 2K added monthly. - Shipped the in-app photo editor, four-tier achievement system, per-game photo-mode reviews, long-form article tool, and crossposting capabilities to X, Instagram, TikTok, and Bluesky.		
Fullstack Software Engineer	OmoOye IDSL	March 2020 - January 2021
- Built and maintained React Native apps for Android and iOS. - Reviewed teammates' code, wrote tests, and shipped a steady stream of bug fixes and small features.		

Projects

- Picashot** - A mobile app and website for gamers to share their best in-game screenshots, also known as Virtual photography. See the project here picashot.co.
- Heardline** - A recursive dictionary on iOS and Android. Tap any word on screen to see its meaning, then tap any word inside that definition to drill further. Each lookup is generated on demand by Gemini, so the chain keeps going as deep as you want. Live at heardline.com.
- Two Steps** - A mobile app that pulls step data from Apple Health and Google Fit and turns it into friendly daily-step challenges between friends. Live at twosteps.app.

- **Klackety** - A typing game with multiple game modes, daily challenges, leaderboards, performance tracking, and custom sound packs. Live at klackety.com.
- **Sendyte** - A MacOS app for editing photos and videos with natural language. Live at sendyte.com.
- **Deepsash**. An AI policy tracker for legal, privacy, and procurement teams. It watches privacy policies and vendor terms across the web for changes, and lets you ask questions about them in plain English. Live at deepsash.com.
- **Toplayr** - A website to showcase the best video games ranked by critics with features to browse reviews, scores, and rankings across genres, platforms, and years. See the project on toplayr.com.

Technologies and Languages

- Languages: TypeScript, JavaScript, Kotlin
- Frontend: React, React Native, Next.js, TanStack Start
- Backend: Node.js, Bun, NestJS, Express
- AI: Claude Code, Vercel AI SDK, RAG pipelines, custom tool calls
- Database: PostgreSQL, MongoDB, Redis, Kafka
- Infra: AWS (S3, Lambda, EC2), Docker, GitLab CI

Education and Certifications

- **B.ENG. Computer Engineering**, Olabisi Onabanjo University, Nigeria.