

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. - 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 apps from development through launch, reaching 500K+ downloads. - Built core mobile features including artwork uploads, portfolio browsing, direct messaging, and AI-powered art detection using Hive and AWS Rekognition. - Built the backend services supporting the mobile apps, including social authentication, push notifications, and other mobile infrastructure.		
Backend Engineer	GoLemon Inc.	July 2024 – October 2024
- Built core backend features for a grocery delivery platform in NestJS, including a partial-refund workflow for missing or incorrect items and a personalized recommendation engine based on order history and seasonal produce. - Built and integrated a scalable customer messaging system to power targeted, automated marketing communications across the platform, using Customer.io as the underlying messaging infrastructure.		
Founder & Engineer	Picashot Inc.	July 2021 - Present
- Built a virtual-photography platform spanning an Expo/React Native app, web platform, and Express/Postgres/Redis backend, now hosting 200K+ photos and adding ~3K monthly. - Built the in-app photo editor with React Native Skia and Reanimated, supporting layers, masks, blend modes, filters, crop presets, gestures, and undo/redo, with shared logic between mobile and web. - Designed a resumable upload pipeline shared across mobile and web, handling batches of up to 1,000 images with concurrent S3 uploads, retries, error handling, and cancellation across sessions. - Built Origin, an image-provenance system that finds the original upload of a screenshot using perceptual hashing and CLIP-based image search across 200K+ photos.		
Fullstack Software Engineer	OmoOye IDSL	March 2019 - January 2021
Built and maintained React Native apps for iOS and Android, shipping new features and improving app performance and reliability.		

- Took features from implementation to release, fixed production issues, and improved the codebase through testing and ongoing maintenance.

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.
- **Reclaim** — A macOS app, written in Swift and SwiftUI, that tells you what is actually filling up your disk and offers to clear out what you can spare. Live at reclaim.echoeyecodes.com.
- **Headline** — 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 headline.com.
- **Clip** — A macOS app, written in Swift and SwiftUI, that turns a raw screenshot into something worth posting: a padded canvas with a gradient background, rounded corners and a shadow, plus crop, highlight and text annotations. Vision OCR finds API keys, tokens and card numbers in the shot and redacts them in one click. Live at clip.echoeyecodes.com.
- **Mirror** — Turns an iPhone into a touch-controlled monitor for a Mac, written in Swift on both ends. ScreenCaptureKit capture, hardware H.264 encoding through VideoToolbox, streamed over a TLS WebSocket on your own Wi-Fi, with taps injected back as real pointer and keyboard events. [Live at mirror.echoeyecodes.com](https://liveatmirror.echoeyecodes.com).
- **Two Steps** — A walking app for iOS and Android that plans a loop back to your door for whatever step goal you give it, built mostly out of streets you haven't walked before. 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.
- **Deepdash** — 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 deepdash.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:** Swift, Kotlin, TypeScript, JavaScript
- **Mobile & Frontend:** React Native, React, Next.js, TanStack Start
- **Backend:** Node.js, Bun, NestJS, Express
- **AI:** Vercel AI SDK, RAG, tool calling, Claude Code
- **Databases & Messaging:** PostgreSQL, MongoDB, Redis, Kafka
- **Infrastructure:** Cloudflare, AWS (S3, Lambda, EC2), Docker, GitLab CI

Education and Certifications

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