

# AHIRA ADEFOKUN

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## TECHNICAL SKILLS

|             |           |          |              |            |
|-------------|-----------|----------|--------------|------------|
| Java        | C#        | Python   | Ruby         | MySQL      |
| JavaEE      | .NET      | Django   | Rails        | PostgreSQL |
| Spring Boot | Unity     | FastAPI  | RSpec        | SQL Server |
| Git         | CI/CD     | Kafka    | AWS          |            |
| Docker      | Jenkins   | RabbitMQ | Google Cloud |            |
| Kubernetes  | Terraform | Redis    | Azure        |            |

## PROFESSIONAL EXPERIENCE

### Moniepoint

Lagos, Nigeria

Senior Software Engineer

July 2021 – Present

- Built a credit check microservice for in-house use and user facing products in Java.
- Worked on a commissions payout microservice for loan agents in Java.
- Worked on the backend for an enterprise business loans product in Java.
- Worked on the Unity SDK for the Monnify payment gateway in C#.
- Implemented new features to existing software systems.

**Skills:** Java, Spring Boot, C#, Unity, GCP, Docker, Kubernetes, Kafka, MySQL, PostgreSQL, Git

### AccelereX

Lagos, Nigeria

Software Engineer

August 2020 – July 2021

- Built a document generating service for in-house use and user facing products in C# deployed to AWS.
- Worked on and maintained the backend for an enterprise retail management product for small and medium merchants in C# deployed to AWS.
- Implemented new features to existing software systems and products.

**Skills:** C#, ASP.NET, AWS, ECS, SQS, SNS, Docker, MySQL, Git

### HazonTech

Lagos, Nigeria

Software Team Lead (Contract)

September 2020 – December 2020

- Built the multiplayer server functionality for a virtual reality conferencing application in Python and C#.
- Led a team of 4 to build a virtual reality conferencing application in Unity, C# and Blender.

**Skills:** Python, Django, C#, Unity, .NET, PostgreSQL, Git

### StanLab

Lagos, Nigeria

Software Engineer

August 2019 – August 2020

- Built the StanLab native desktop application with WPF.NET Core and C# and deployed for the Windows operating system.
- Built the StanLab backend service in Python and Django and deployed to DigitalOcean.
- Ensured 90% test coverage of the backend service.
- Led a team of 3 to build the core virtual laboratory product in Unity and C#.
- Set up CI/CD pipelines for all the company's repositories.
- Managed operations for the backend service.

**Skills:** Python, Django, C#, WPF.NET, Unity, PostgreSQL, Gitlab CI, Git

Software Engineer (Contract)

May 2019 – June 2019

- Delivered an MVP for a virtual science laboratory built in Unity and C#.

**Skills:** C#, Unity

### ChopUP

Lagos, Nigeria

Game Developer

August 2017 – February 2018

- In charge of gameplay programming, UI programming, testing, and prototyping.
- Produced a prototype for a taxi themed game built in Unity and C#.

**Skills:** C#, Unity

## VOLUNTEER EXPERIENCE

### Braintemple Association, University of Ibadan

Instructor

2015 – 2018

- Tutored Python to the University's young tech community

## PROJECTS

- **chess-board**

A Python chessboard package with a flexible "just a board" API for graphically representing game positions.

- **licensing**

A .NET Standard class library for licensing and managing permissions in desktop applications.

- **config-server**

A microservice configuration server built in Spring and Kafka.

- **amber-api**

Backend for Amber Energy Drink's "Amber Rush" speed tapping game, built with FastAPI.

## EDUCATION

### University of Ibadan, Ibadan

Bachelor of Science, Computer Science

2015 – 2018