

Kelvin Ajayi

Software Engineer

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SUMMARY

Full-stack software engineer with 5+ years building production web, mobile, and AI products for teams in the US, Australia, India, and Nigeria. Consistently turns performance and cost problems into measurable wins: cut a React Native app from 130MB+ to 63MB, took a media-heavy feed from ~24 to a stable 60 FPS, and re-architected a fintech backend to reduce resource usage by 52% and operating costs by 90%. Co-founded an AI career platform and scaled it to 3,500+ active users. Comfortable owning features end to end, from API design, data, and infrastructure to web and mobile clients, CI/CD, and QA.

EDUCATION

Ladoke Akintola University of Technology

Oyo, Nigeria

Bachelor of Technology, Computer Science

Sept 2021 – Jun 2026

- **Focus Areas:** AI Systems, Embedded Systems, Robotics, Databases, Mobile, Blockchain

TECHNICAL SKILLS

Languages: Python, TypeScript/JavaScript, Go, Rust, SQL

Frontend & Mobile: React, Next.js, React Native (Expo), Tailwind CSS, Framer Motion, Zustand, FlashList

Backend: Node.js, FastAPI, REST APIs, WebSockets, WebRTC, Webhooks, Supabase, Convex

Data: PostgreSQL, Redis, pgvector, Vector databases, MMKV

AI/ML: LangChain, LiteLLM, OpenAI API, RAG, QLoRA, Embeddings

Cloud & DevOps: AWS, GCP, Docker, Kubernetes, VPS, GitHub Actions, EAS, CI/CD

Quality & Security: Unit, E2E, and API testing; authentication, authorization, webhook verification, email DNS security

Integrations: Polar, Dodo Payments, DHL/UPS APIs, Agora, Clerk, PostHog

EXPERIENCE

Software Engineer (Full-time)

Nov 2025 – Sept 2026

Omenai – art marketplace

Remote, USA

- Owned the end-to-end artwork editing feature across API, web, and mobile, including role-based pricing logic for artists and galleries; used by 30–50 artists and a partner gallery
- Diagnosed and fixed a critical production bug in the third-party shipping rate calculation API within 30 minutes, unblocking a stalled \$5K artwork order
- Refactored the media-heavy feed's component architecture and image rendering patterns, raising frame rate from ~24–30 FPS to a stable 60 FPS with no jitter and noticeably faster load times
- Introduced the team's QA process across web and mobile (pre-deployment API testing, unit and end-to-end tests, behavioral testing), plus API and app security checks, shifting bug discovery from user complaints to pre-release detection
- Automated iOS/Android build and release pipelines with GitHub Actions and EAS, reducing manual work and build failures
- Built an AR artwork viewer and a museum-style gallery with accurate aspect-ratio rendering

Co-founder & Founding Engineer

Aug 2025 – Aug 2026

Provolo (provolo.org) – AI career optimization platform

Remote

- Co-founded and led a 3 engineer team, working with 2 UI/UX designers, a security specialist, and content and marketing staff, to build an AI platform that optimizes Upwork proposals, profiles, and resumes
- Scaled the platform to 3,500+ active users and earned \$600 from paying users during the beta phase
- Designed the retrieval layer: embedded the platform's curated proposal and profile corpus in a vector database so the LLM grounds recommendations in relevant real examples instead of generic output; indexed user data for fast lookups
- Owned the React frontend and most of the backend, including proposal, profile, and resume optimization flows and the Polar payment integration
- Closed attempts to bypass the subscription system with verified payment webhooks and server-side feature authorization checks
- Prevented account sharing by binding sessions to device IDs and limiting active devices per account

- Responded to a domain spoofing phishing attempt flagged by our security specialist, fixing it immediately with DNS-level email protections

Lead Mobile App Engineer (Full-time)

Mar 2025 – Jan 2026

Convose Ltd – social video and chat app

Remote, Australia

- Led a 3-engineer mobile team, working with a backend engineer and a UI/UX designer, through a complete migration to the modern Expo ecosystem (React Native 0.72→0.81)
- Cut app size from 130MB+ to 63MB and improved startup time by removing legacy libraries, replacing AsyncStorage with MMKV, and replacing Redux/RxJS with Zustand
- Built and optimized realtime communication (video, voice calling, and chat) using Agora, WebSockets, and WebRTC
- Rebuilt chat lists with FlashList, sustaining smooth 60 FPS scrolling across thousands of messages
- Moved builds from local machines to cloud CI/CD (GitHub Actions + EAS), eliminating local build failures and enabling faster store submissions
- Established engineering standards, deployment workflows, and technical documentation for smoother asynchronous collaboration across time zones

Next.js Developer (Contract)

Feb 2025 – Jun 2025

WebbyWolf

Remote, India

- Developed 95% of *thelexicon.ai*, an AI article generator platform, using Next.js, Supabase, OpenAI, and Tailwind CSS
- Implemented subscription access with Dodo Payments and designed animated UI components with Framer Motion

Software Engineer

Jan 2023 – Feb 2025

Digit Information & Software Technologies

Lagos, Nigeria

- Built core modules of the company's main product, a hospital management system on local server architecture: patient records, pharmaceutical inventory, QR-coded bill generation, and doctor management
- Built a commerce platform frontend for web and mobile with API and payment gateway integration
- **Belfast Services Ltd** (subcontract, Jul – Dec 2024): built the production backend for a fintech/marketplace platform, then re-architected it by moving off an over-provisioned VPS to lighter, right-sized infrastructure, optimizing backend functions to reduce response times, and adding Redis caching for frequently accessed data, cutting resource usage by 52% and operating costs by 90%
- **Consukon Limited** (subcontract, concurrent): led a 6-person frontend team on Konnect, a marketplace web app, through its restructure into a React Native mobile app; integrated third-party payment and logistics APIs

Frontend Engineer, Web3 Ecosystem

Jun 2022 – Dec 2022

ECLA Ecosystem

Remote, USA

- Built a Web3 super-app frontend (NFT marketplace, wallet, staking/exchange) in React with MetaMask/Phantom integration and ethers.js/web3.js contract calls
- Developed the Cyber Queens NFT marketplace for women's artwork, with minting and trading

Frontend Engineer (Tutoring Internship)

Oct 2021 – Feb 2022

SQI College of ICT

Oyo, Nigeria

- Mentored 300+ students in web development fundamentals (HTML, CSS, JavaScript) and ran workshops on responsive layouts and accessible design

UI/UX & Brand Designer (Freelance)

Aug 2018 – Sept 2021

Independent

Remote

- Delivered branding, UI/UX, and graphic design for startups (Figma, Adobe XD, Photoshop, Illustrator, After Effects, Blender), the foundation of my product-minded approach to engineering

PROJECTS

Trendbit <i>Next.js, Oxylabs, Clerk, PostHog</i>	2026
• Built a news aggregation system that collects, deduplicates, and organizes trending stories from multiple sources	
Edger <i>Next.js, TypeScript, Supabase, Clerk, GenAI</i> live	2026
• Built a pre-trade analysis tool that calculates lot sizes and other risk metrics before a position is opened.	
Prediction Market Platform <i>React, Node.js, Solana, Web3.js</i>	Present
• Building a full-stack prediction market with real-time price feeds and on-chain settlement; previously built market discovery, position management, and earnings UI for Dagseer (2025)	
Subora <i>React Native, Expo, Supabase, Clerk</i> source	2026
• iOS/Android subscription tracker with spend totals and push renewal reminders.	
Doc Text Editor <i>Next.js, Clerk, Convex, Tiptap</i> live	2025
• Real-time collaborative editor inspired by Google Docs, with rich text and organization-based sharing.	