

ADEOLA APANISILE

Senior Frontend / Product Engineer (React, TypeScript, Fintech & SaaS)

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🌐 Portfolio: <https://adeolatech.vercel.app/>

SUMMARY

Product-focused Frontend Engineer with strong experience building **revenue-critical dashboards, fintech systems, and data-heavy SaaS products**. Proven track record of shipping production features that improve onboarding, reduce fraud, and increase revenue. Comfortable owning features end-to-end, collaborating cross-functionally, and working in fast-paced remote startup environments.

CORE SKILLS

Frontend & Product

React.js, TypeScript, Next.js, React Native, Tailwind CSS, Redux, Vue.js, Pinia, Forms & Validation, Data Tables & Charts, Real-time UI

Backend & Infrastructure (Supporting)

Node.js, GraphQL, REST APIs, AWS (Lambda, S3, EC2, API Gateway), Firebase, PostgreSQL, MongoDB, Socket.IO

Quality & Tooling

Jest, Git, CI-friendly development, Performance Optimization

EXPERIENCE

ALERZO — Frontend Engineer (Veedez Fintech Product) *Oct 2023 – Present*

- Built and shipped **production-grade admin dashboards** for a fintech platform, enabling internal teams to manage KYC, users, and transactions efficiently.
- Engineered the **KYC onboarding and verification flow**, automating manual processes and significantly reducing turnaround time between customer service and backend teams.
- Implemented **manual selfie verification workflows**, reducing onboarding failure rate by **48%** and directly enabling more users to complete transactions.
- Delivered an **app update notification system** that reduced transaction blockers and improved user retention.
- Wrote unit and integration tests using **Jest**, improving release confidence and reducing production regressions.
- Collaborated closely with product, backend, and operations teams to deliver secure features that reduced fraud risk and supported business-critical workflows.

PUNCHPICKS — Frontend / Full-Stack Engineer (Remote, USA) *Nov 2021 – Oct 2023*

- Developed and launched a **livestream commerce platform**, building interactive frontend features that supported thousands of concurrent users.
- Implemented **real-time chat and product display UI** using Firebase and WebSockets, increasing user engagement by **25%**.
- Integrated **Stripe payment flows** to support domestic and international transactions, contributing to over **\$100,000 in processed payments** within the first three months.
- Built scalable, data-driven UI components consuming **REST and GraphQL APIs**.
- Enabled **multilingual support** using react-i18next, expanding the platform's international user base by **10%**.
- Worked closely with backend and DevOps teams on AWS-powered features (Lambda, S3, EC2, Auto Scaling) to ensure frontend reliability under high traffic.

CHECKIN — Frontend Developer

Jun 2023

Aug 2022 –

- Built reusable **React components** including forms, routing, animations, and Formik-powered flows, improving user interaction speed by **20%**.
- Implemented a **dynamic sitemap** for a Next.js application, improving SEO performance and search visibility by **15%**.
- Participated in code reviews and frontend architecture discussions, reducing bug reports by **30%**.

YIP ONLINE — Frontend / JavaScript Developer

Aug 2021 – Oct 2021

- Developed UI components for a **business and order management system** used by a major FMCG company.
- Improved inventory visibility and order processing efficiency by **25%**, reducing manual errors and delays.

AFFED AFRICA — Backend Engineering Intern

Nov 2020 – Jul 2021

- Collaborated with senior engineers to build **Node.js microservices**, supporting a **40% increase in user traffic**.
- Authored reusable **npm packages**, reducing development time across services by **25%**.

SIDE PROJECTS

Pictorize — Multiplayer Drawing & Word-Guessing Game <https://pictorize.vercel.app>

- Built a real-time multiplayer game with collaborative canvas drawing, live chat, and room-based sessions using WebSockets.

Boltfliz — Media Aggregation Platform <https://boltfliz.vercel.app>

- Developed a high-traffic movie, series, and music aggregation platform used across **20+ countries**, handling daily active users at scale.

Trickyninja — Multiplayer Game

- Implemented complex frontend game logic and real-time interactions for a multiplayer tic-tac-toe platform.

EDUCATION

B.Sc. Chemistry — Ekiti State University, Nigeria

2015 – 2019