




Jesuloba John Abere

Software Engineer

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 <https://jesuloba.netlify.app/>

Profile

Software Engineer with 5+ years of experience building scalable systems for fintech, HR, and e-commerce platforms. Led backend and frontend efforts on apps used by 1M+ users and systems handling 50+ TPS. Skilled in Go, React, TypeScript, and distributed systems.

Professional Experience

Oct 2024 – present	Senior Backend Engineer, DNIPay <ul style="list-style-type: none">Built high-throughput transaction pipelines in Go, leveraging concurrency and worker pools, enabling stable processing of over 50 transactions per second for 10,000+ merchants with 99.99% uptime.Developed an automated deployment pipeline with rollback logic using GitHub Actions and shell scripts, which reduced incident recovery time to under 5 minutes.Built a real-time monitoring REST API with structured logging and metrics tracking, enabling fraud detection and improving visibility for compliance teams.Integrated additional payment gateways (Payshiga, Boldd) using abstraction layers, which expanded available payment options by 40% and improved market reach.
Feb 2024 – Sep 2024	Lead Frontend Engineer (Contract), HeyFood <ul style="list-style-type: none">Migrated the entire codebase to TypeScript, using static typing to enforce stricter contracts and reduce runtime issues, which cut production bugs by 40% and improved maintainability.Rebuilt form and data-fetching logic with React Hook Form and React Query, minimizing bundle size and redundant renders, which reduced page load time from 3.5s to 1.8s.Designed and implemented a reusable component library using modular design principles, which accelerated new feature development by 60%.Automated merchant onboarding with Go scripts that replaced manual operations, reducing activation time from 48 hours to just 4 and enabling faster onboarding of over 500 vendors monthly.
Aug 2023 – Jan 2024	Backend Engineer (Contract), NvisionHr <ul style="list-style-type: none">Designed and implemented Go-based data processing services, applying batching and parallelism, which increased system throughput by 35%.Adopted gRPC for internal service communication and Kafka for event streaming, which reduced service-to-service latency by 40%.Improved data access speed by optimizing PostgreSQL and MongoDB queries through strategic indexing and schema design, cutting query times in half for key endpoints.Streamlined the release process by implementing CI/CD pipelines with Docker and Kubernetes, reducing deployment times by 60% and improving team delivery speed.
Oct 2021 – Jul 2023	Frontend Engineer, Sidebrief <ul style="list-style-type: none">Delivered TypeScript-based React apps using reusable components and performance best practices, enabling the product to scale to over 1 million users.Introduced Zustand and lazy loading for heavy components, reducing application load time by 40%.Integrated REST and GraphQL endpoints which improved frontend-backend data syncing and reduced bugs during handoffs.Contributed to microservices architecture by designing isolated UI modules, allowing for independent deployments and reducing inter-team friction.

Aug 2019 – Sep 2021


Full Stack Developer, Maze-Software

- Built scalable backend services with Django and PostgreSQL, applying optimized query structuring and caching techniques that improved database performance by 45%.
- Developed responsive user interfaces with React and Redux, improving frontend performance and reduced load times by 40%.
- Designed and implemented REST APIs with layered caching using Redis, lowering server response times by 25%.

Skills

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| • Go | • TypeScript |
| • JavaScript | • Python |
| • C++ | • Java |
| • Node.js | • Express |
| • Django | • GraphQL |
| • gRPC | • WebSockets |
| • React | • Next.js |
| • Redux | • Zustand |
| • React Query | • Tailwind CSS |
| • PostgreSQL | • MySQL |
| • MongoDB | • Redis |
| • Kafka | • RabbitMQ |
| • Docker | • Kubernetes |
| • AWS | • Azure |
| • CI/CD | • Terraform |
| • WebRTC | • Microservices architecture |

Projects

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| 2025 | <p>Meetia, Video Conferencing App with Custom SFU </p> <ul style="list-style-type: none">• Built a custom Selective Forwarding Unit (SFU) using Go, WebRTC, and WebSockets to route media streams efficiently, enabling multi-user video calls with minimal latency.• Implemented adaptive bitrate control and prioritized packet routing, which ensured real-time audio/video remained under 200ms latency across varied network conditions.• Leveraged goroutines and channels to manage thousands of concurrent WebRTC sessions, enabling seamless room-based scalability.• Designed a modular architecture to support concurrent conference rooms and session recovery, ensuring stable and extensible deployments. |
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Education

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| 2023 | <p>Bachelor of Technology, Computer Science,
<i>Federal University of Technology</i></p> | Akure, Nigeria |
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