Ahira Adefokun

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Education

University of Ibadan, Ibadan

Bachelor of Science, Computer Science   2015 – 2018
- Assistant Academic Director, NACOSS Executive Council.
- Scholar: NNPC/Chevron Nigeria Ltd Joint Venture, National University Scholarship Awards.
- Loci – A Chess Engine for Generating Game Data: Final year project.

Technical Skills

Python	C#	Java	Ruby	MySQL	Kubernetes	CI/CD
Django	.NET	Spring	Rails	PostgreSQL	Kafka	Docker
FastAPI	Unity					AWS/GCP/Azure

Professional Experience

Moniepoint   Lagos, Nigeria

Software Engineer   July 2021 – Present

- Built a financial information service for in-house use and user facing products in Java.
- Worked on the backend for a business loans solution in Java.
- Implemented new features to existing software systems and products.

Accelerex   Lagos, Nigeria

Software Engineer   August 2020 – July 2021

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

Hazon Technologies   Lagos, Nigeria

Software Engineer/Team Lead, Contract   September 2020 – December 2020

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

StanLab VR   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.

Software Engineer, Contract   May 2019 – June 2019

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

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#.

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