Alex Adewole

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TECHNOLOGIES & LANGUAGES

Languages: JavaScript, TypeScript, Python, Rust, Java, Kotlin, HTML, CSS

Technologies: Redis, MongoDB, SQL, AWS, GCP, Kubernetes, Terraform, Vue.js, React, Tailwind, Vanilla Extract, WASM (Yew, Dioxus),

WebRTC, WebSockets, GraphQL, REST, OpenAPI / Swagger, ktor, Node, Docker, Jest

Interests: Rust, robotics, microservices, security, AI

EXPERIENCE

Software Engineer L2 Studio

August 2021 - June 2022, Remote

- · Containerized backend project to simplify testing and onboarding resulting in an efficiency boost of ~30% to the overall onboarding process.
- Drafted an RFC and programmed a proof of concept to transition from a third-party notification API to an in-house service built using WebSockets & Redis, with the potential to reduce TP service expenses by thousands of dollars.
- Programmed, with my team, peer-to-peer and group chat functionality site-wide, building components and backend functionality that significantly increased user interactions.
- · Led a team of engineers in creating public-facing "creative profiles", a feature that allows users to customize a profile, highlight their accomplishments, and track internal progress.
- \cdot Collaborated closely with product and design teams to plan and scope new projects, facilitating communication for the development teams tasked with implementation.

Software Engineer (Contract)

Super League Gaming (SLGG)

October 2020 - August 2021, Remote

- · Wrote and deployed Java & Node services to Kubernetes clusters using Docker & Helm.
- Wrote and maintained API-coupled VueJS components and their dependencies.
- Rewrote core legacy API consumer to be event-driven instead of poll-driven, leading to a ~80% decrease in internal traffic.
- · Strategize closely with the product team to overcome technical limitations within scope of product.
- · Assist in scheduled sprint planning & contextualizing ticket complexity.

Technical Co-Founder

Tsanga, Inc

February 2020 - February 2022, Edmonton, Canada

- Designed & implemented scaling infrastructure and B2C product that allowed users to control a shared browser to consume media with friends during the pandemic.
- · Wrote a MongoDB backed REST API in Ktolin (ktor) and a matching OpenAPI/Swagger specification to allow CI/CD event-based code generation of client libraries.
- · Created a devops pipeline using Terraform & CircleCI that would build and deploy artifacts from env-tagged git branches to corresponding K8s clusters to improve DX & ease testing.
- · Designed and coded a user-facing progressive web app (PWA) using Figma, VueJS (Nuxt.js) & TailwindCSS.

Software Engineer (Contract) Hylist Games, LLC

August 2017 - May 2020, Remote

- · Built website in Python leveraging the Django web framework, scaled & served to hundreds of thousands of users, implemented off of designs with jQuery and Bootstrap.
- · Built many small programs and in-game content in Java (and Kotlin) that would interface with a central REST API backend.
- · Optimized backend game server software to support up to 2,000 CCU on a single server instance, a ~300% increase.
- Implemented an ecosystem of software that processed customer–specific metadata that drove analytics that led to greater financial insight.
- Created a system that would allow users and administrators to replay a 1:1 representation of an event in-game. This involved implementing a pseudo recorder/encoder system that would capture incoming and outgoing packets within the existing software set & its limitations.

EDUCATION

Associates of Science in Computer Science (Unf)

Langara College · Vancouver, BC · 2020 · Deans Honour Roll (All terms)