Adedeji Adepetun

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Profile

I am a software engineer currently working in Securities Lending Technology at Morgan Stanley. I have professional hands-on experience in all stages of the software delivery life cycle in agile and cross-functional teams to ensure rapid delivery of business value to our customers.

I have experience in analysing complex systems to identify critical business processes. I am able to communicate information to both technical and non-technical stakeholders in a comprehensible manner.

Skills

Object oriented and Functional programming, Data structures and algorithms, Analysis of legacy systems, Test and Behaviour driven development, Scrum/Kanban.

Languages and Frameworks, *Scala, Java, Kotlin, Typescript, Python, Spring, Angular, Akka, REST.*

Build tools, *Gradle, Maven, Ant, JFrog Artifactory.*

DevOps tools, *Jenkins, Bitbucket, Jira, Azure Pipelines.*

Database, *Sybase, IBM DB2, MongoDb, Neo4J.*

Work Experience

April 2019 – Present

Software Engineer, *Morgan Stanley*, Securitied Lending Technology.

Contributed to the consolidation of the securities lending trading platform and migration from vendor products

- Decommission of legacy processes - using the Strangler pattern.
- Replacing the existing vendor trade execution platform with an in-house trade execution platform, generating a cost savings of ~$3m a year

Contributed to the implementation of regulatory reporting of all security lending transactions

- Analysis of legacy processes to propagate necessary regulatory reports from the point of trade execution to trade settlement.
- All security lending transactions reported with a success rate of ~99.2% - ranking 1st in the UK.
- Building resilient self-healing systems using *Spring Retry and Recovery.*

Optimising Security Lending Trading Strategies

- Improving the coverage of refinanced deals by automating the discovery of expensive deals within the firm.
- Redseigning the collateral matching process when processing security availability to improve our short coverage.

Education

2016 – 2018 **MSc. Advanced Computer Science**, *Distinction*, University of Manchester.

Thesis Piquet: An AI program that plays a game of Piquet using the Information Set Monte Carlo Tree Search algorithm and heuristic domain knowledge.

2013 – 2016 **BEng Mechanical Engineering**, University of Sheffield.

Thesis Full Scale 40MW Coal Burner design: Design of a full scale coal burner limiting coal combustion NO_x emissions using ANSYS Fluent analysis.

Awards Undergraduate Award for Academic Achievement

Projects

Chess Simulation Engine.

- A chess simulation engine.
- Languages and Frameworks used: Scala, Akka.

Fantasy Music League.

- An application that attempts to gamify music recommendations
- Languages and Frameworks used: Kotlin, Spring, Neo4J