

# 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*, Securities 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.
- Redesigning 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**, *2:1*, University of Sheffield.

Thesis

Full Scale 40MW Coal Burner design: Design of a full scale coal burner limiting coal combustion NO<sub>x</sub> emissions using ANSYS Fluent analysis.

Awards

Undergraduate Award for Academic Achievement

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## 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