

Slovo Ulo

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Summary

Software engineer with 6 years of professional experience working with Golang and Flutter. Track record for optimizing business processes through automation and innovation. Experience working in corporate and startup environments. Performed all roles in development including front-end with Flutter, back-end with Golang, deployment/server management, and interfacing with business. A highly adaptable, passionate learner with a strong work ethic.

Professional Experience

Nash Financial Services (Fintech startup)

July 2020- Dec 2022

Senior FullStack Developer (Mobile)

- Developed a mobile wallet feature service using Golang and integrated it into the Flutter app which enabled customers to pay for goods and services with their phones, resulting in a 20% increase in transactions processed.
- Created a split-bill feature using Golang, increasing customer satisfaction and engagement.
- Developed a loan microservice in Golang that enabled customers to apply for loans directly through the app, resulting in a 25% increase in loan applications.
- Used Flutter to implement a biometric authentication feature in the app that improved security and reduced instances of fraud.
- Wrote REGEX and Dart code in Flutter to extract selective user data that was used to model users financial standing and validate their credit worthiness.

Equity bank

Senior software engineer

Feb 2019- Oct 2021

- Developed a highly scalable and efficient microservices architecture using Golang that improved system reliability, fault tolerance, and scalability, resulting in a 40% reduction in response time.
- Implemented advanced security features such as multi-factor authentication, encryption, and intrusion detection to safeguard sensitive customer information and prevent data breaches.

- Utilized Golang to develop a high performance PostgreSQL database system that processed millions of daily transactions.
- Implemented a REST API using Gorilla MUX in Golang that allowed integration with third-party financial data providers to enable real-time data synchronization and improve data accuracy, resulting in a significant reduction in data entry errors.
- The final app was deployed on Google and iOS app stores and generated \$1.5M in revenue within the first year of launch.

Software Engineer

July 2018-Feb 2019

- Participated in the development of disaster recovery and business continuity plans, ensuring the system was resilient to any unplanned outages or disasters.
- Conducted regular code reviews and implemented best coding practices to improve code quality and maintainability, resulting in a 25% reduction in technical debt.
- Worked with the mobile team to create an iOS and Android application using Flutter that integrated with existing APIs.

Rockstar Games (Video Game company)

Senior Backend Engineer

Jan 2016- Nov 2017

- Rewrote a legacy python monolithic service in Golang following a microservice architecture, using good coding practices.
- Wrote an authentication microservice in Golang using GRPC currently being used in two active games and will be integrated into a future game in development.
- Implemented a separate service that handles location lookups on every request from Rockstar Games clients and answers a high rate of queries.
- Utilized goroutines to execute on multiple CPU cores and run background jobs in parallel with foreground queries. This has been very reliable in keeping track of player activities within the games and ensuring fair play.
- Conducted regular load testing, performance monitoring, and capacity planning using Golang and tools such as Prometheus and Grafana, to ensure the system was always performing optimally and to identify and resolve any bottlenecks or issues.
- Developed and maintained comprehensive documentation of the Golang microservices architecture, APIs, and deployment procedures, ensuring a smooth handover to future developers and minimizing knowledge transfer issues.
- The services were deployed on Google Cloud Platform and handles over 1 million users with an average response time of less than 80ms

Technical Skills:

Programming Languages: Golang, Dart, Python(basic knowledge).

Frameworks: Flutter, Echo, Gorilla MUX.

Databases: Postgresql, MongoDB, Firebase Firestore.

Cloud Platforms: AWS S3, Firebase, Google Cloud Platform

Containerization and Deployment: Docker, Kubernetes

Microservices:REST, GRPC, RabbitMQ, Apache Kafka(some knowledge).

Version Control: Git, Github.

Project Management: Jira, Asana, Slack.