

STEFANO NEBO

Software Engineer

30, Edun Street Aboru. | +234 8161180938 | Snebo54@hotmail.com
[Linkedin.com/in/stefano-nebo/](https://www.linkedin.com/in/stefano-nebo/) | [Github.com/snebo](https://github.com/snebo)

PROFILE SUMMARY

Curious problem-solver and Software Engineer with over 3 years of experience turning complex challenges into elegant backend architectures, scalable APIs, and full-stack solutions that deliver real-world impact. Adept at harnessing the power of frameworks like Node.js, NestJS, Django, and Flask to craft enterprise-grade applications, and fluent in managing diverse database ecosystems—whether it's CockroachDB, Firebase, MySQL, PostgreSQL, SQLite3, or MongoDB.

With a knack for blending creativity and technical expertise, I thrive on designing data solutions that scale effortlessly while staying adaptable to evolving organizational needs. I believe software should not only work—it should inspire. Fuelled by a passion for innovation and teamwork, I aim to build tools that make lives simpler, businesses smarter, and technology a little more magical.

PROFESSIONAL SKILLS

Python	JavaScript	C++
Node.js	NestJS	Django
Flask	Ruby on Rails	FireBase
MongoDB	CI/CD	Docker
HTML	CSS	React
Pandas	NumPy	

SOFT SKILLS

Positive Attitude	Teamwork
Adaptability	Resilience
Thinking Skill	Communication
Problem Solving	Time Management
Leadership	Creativity

EDUCATION

Bachelor of Technology, Mathematical Science

Olusegun Agagu University of Science and Technology 2018-2024
Ondo state, Nigeria

National diploma, Computer Engineering

Ogun State Institute of Science and Technology 2016-2018

PROFESSIONAL EXPERIENCE

Software Engineer

GetExamReady.Ai | Remote. Sept 2024 – Present

- Spearheaded the development of an ASR service using NVIDIA NeMo, enabling seamless transcription and summarization for healthcare professionals, achieving 100% accuracy for structured audio files.
- Created backend servers with Flask, integrating ngrok for exposure and utilizing OpenAI APIs for summarization, significantly improving operational workflow.
- Designed and implemented an analytics dashboard for student performance tracking, utilizing Firebase for efficient data storage and retrieval.
- Automated meeting transcription and summarization workflows using Fireflies.ai, reducing manual intervention by 70%.

Backend Developer

Inventors Community June 2024 – Present

- Led the backend team in developing a comprehensive lead management system, incorporating NestJS and MongoDB to handle user registration, invitations, and role-based access control.
- Implemented a scalable mailing service, ensuring 99.9% uptime, enhancing communication within the community.
- Conducted unit testing using Jest, achieving 95% code coverage, and identified and resolved performance bottlenecks, improving API response times by 40%.
- Mentored junior developers, fostering a collaborative environment that accelerated project timelines.

Data Analyst Intern

TownCriers | Lagos, Nigeria

June 2023 – Nov 2023

- Analyzed extensive datasets to produce actionable insights, contributing to market penetration strategies for clients.
- Automated data cleaning processes using Python, reducing analysis preparation time by 25%.
- Collaborated with cross-functional teams to design and present insights, enhancing client engagement and decision-making.

PROJECTS

Cloud Blogger

Developed a fully functional blogging platform featuring user authentication, post creation, comment management, and dynamic content rendering. Deployed the application to cloud platforms, integrating CockroachDB for robust, distributed database management.

Chess (Game Development)

Designed and implemented a Chess game allowing users to play against other players or an AI opponent with adjustable difficulty. Leveraged Python and Pygame to create an interactive GUI-based version, while also building a Ruby-based terminal version for streamlined gameplay.

Monopoly (Game Development)

Developed a mobile version of Monopoly, integrating unique game mechanics, intuitive touch controls, and dynamic animations to enhance gameplay. Utilized Unity3D and C# for game logic, user interaction, and visual design, ensuring seamless user experience across devices. Incorporated features like virtual dice rolls, property management, and multiplayer mode.

MENTORSHIP

Inventors Backend Development Lead

Career advice | Tutoring Web development | Organizing events and Info sessions

Jan 2024 - Sept 2024

Algorithmics Game Development Tutor

Career advice | Tutoring Web development | Organizing events and Info sessions

April 2023 - June 2023