

STEFANO NEBO

Senior Fullstack Engineer

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PROFILE SUMMARY

Senior Fullstack Engineer with over 3 years of experience building scalable applications using Node.js (NestJS, Express), Django, and Ruby on Rails. Proficient in front end development with Next.js and React, and skilled in DevOps practices using AWS, Docker, and Kubernetes. Delivered high-impact solutions, such as an Automated Speech Recognition service with 96% accuracy, while mentoring teams and optimizing workflows.

PROFESSIONAL SKILLS

Technical Skills: JavaScript (ES6), Node.js, NestJS, Express, Django, React, Next.js, HTML5, CSS3, Tailwind, AWS, SQL, Docker, Kubernetes, Firebase, Machine Learning, Git, Linux.

Soft Skills: Problem-solving, Leadership, Adaptability, Responsibility, Ability to work without supervision

WORK EXPERIENCE

Software Engineer

ExamReady, San Francisco, CA (Remote)

Sept 2024 – Present

- Developed and Automated Speech Recognition (ASR) service using NVIDIA NeMo and OpenAI APIs, achieving 96% transcription accuracy for healthcare audio, automating 90% of manual transcription tasks.
- Built and deployed Flask backend servers with Nginx for DNS routing, reducing API processing time by 30% and improving client workflow automation by 80%.
- Designed a real-time analytics dashboard using Firebase, enabling healthcare professionals to track performance metrics 50% faster.
- Implemented a HIPAA-compliant Zoom bot using the Linux SDK, hosted on AWS with Docker and Kubernetes, ensuring 99.9% uptime and seamless integration.

Backend Engineer (Part-time)

Inventors Community, Remote

July 2023 – Present

- Led development of a NestJS and MongoDB lead management system, enabling role-based access for 1000+ users and improving API response times by 40%.
- Built a high-availability email dispatch system with Node.js and third-party APIs, achieving 99.9% uptime and enhancing community engagement.
- Conducted unit testing with Jest, achieving 85% code coverage and reducing production bugs by 25%.
- Mentored 5 junior developers through code reviews and weekly knowledge-sharing sessions, accelerating project delivery by 20%.

Data Analyst Intern

TownCriers, Lagos, Nigeria

June 2023 – 2023

- Automated data migration and cleaning with Python scripts, reducing analysis preparation time by 25% for clients marketing campaigns.
- Analyzed large datasets to deliver actionable insights, contributing to a 15% increase in digital market penetration for clients.
- Collaborated with cross-functional teams to optimize enterprise marketing strategies, driving a 10% improvement in client engagement metrics.

EDUCATION

OLUSEGUN AGAGU UNIVERSITY OF SCIENCE AND TECHNOLOGY

Bachelor of technology in Industrial Mathematics (Focused on algorithms and data analysis)

GPA: 3.16/4.0

Ogun state university of science and technology

National Diploma (Computer engineering)

VOLUNTEERING EXPERIENCE

Backend Development Instructor

Inventors Oaustech Campus

Jan 2024 – Sept 2024

- Mentored 20+ undergraduates in web development, guiding them to build 5 functional web applications using Node.js.
- Organized 10+ virtual workshops & info sessions, increasing student engagement in backend development.

Game Development Tutor

Algorithmics, Lagos, Nigeria, Remote

April 2023 – June 2023

- Taught 5+ children programming fundamentals and game using Lua, guiding them to build functional games on the Roblox platform
 - Designed, reviewed and improved interactive coding exercises, improving students understanding of algorithms.
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PROJECTS

Automatic Speech Recognition (ASR) System | Nov 2024 | [google-colab-link](#)

- Built an ASR system with speaker diarization using NVIDIA NeMo on Google Colab (T4 GPU), achieving 96% transcription accuracy for 10,000+ audio samples
- Streamlined data processing with Google Drive integration and nginx for state management, reducing setup time by 15%.
- Resolved deprecated library issues with Hugging Face, ensuring compatibility and stable performance.

Chess Desktop Application | April 2023 | [github.com/snebo/Chess_AI](#)

- Developed an interactive chess game using PyGame, featuring real-time move validation and graphical piece rendering for 2-player gameplay.
- Implemented object-oriented programming (OOP) to manage chess piece logic, improving code maintainability by 30%.
- Created a Ruby-based terminal prototype to validate game logic before GUI development, ensuring robust functionality.