STEFANO NEBO

Senior Fullstack Engineer *(Remote)*

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ABOUT ME

I want to build the **future**, tackling complex processes and turning them into intelligent automated processes. I've spent over 4 years moving around the different aspects of technology and found a love for web development, spending majority of my years designing scalable systems using Node.js, Rails, Django and seamlessly integrating with frontends like Next.js. The goal is to build technologies that work smarter, not harder.

SKILLS

Technical Skills: JavaScript (ES6), Node.js, NestJS, Express, Django, React, Next.js, Tailwind, AWS, SQL, Docker, Kubernetes, C++, Firebase, Git, Linux, AI.
Soft Skills: Problem solving, Leadership, Adaptability, Independence, project planning.

WORK EXPERIENCE

Software Engineer

ExamReady, San Francisco, CA (Remote)   Sept 2024 – Present

- Developed and Automated Speech Recognition (ASR) microservice using NVIDIA NeMo and OpenAI APIs, to achieve 96% transcription accuracy for healthcare audio, automating patient visits and record keeping.
- Built fully automated outreach system, that finds 300+ personals and performs cold calls with twilio and OpenAI realtime models, while recording transcripts and tracking conversation metrics
- 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 – Sept 2024

- 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, *Hybrid*   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.

EDUCATOIN

OLUSEGUN AGAGU UNIVERSITY OF SCIENCE AND TECHNOLOGY

Bachelor of Technology in Industrial Mathematics (Focused on algorithms and simulations)

VOLUNTEERING EXPERIENCE

Backend Development Instructor

Inventors Community   Jan 2024 – Sept 2024

- Taught 20+ students backend fundamentals, guiding them to build five production-level web apps in Node.js.
- Organized virtual workshops to foster backend literacy.

Game Development Tutor

Algorithmics, Remote   April 2023 – June 2023

- Introduced children to programming through Lua and Roblox Studio, teaching game logic and improving algorithmic thinking via playful learning.
- Designed interactive coding exercises aimed at improving critical thinking.

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.