

Yaounde, Cameroon
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TOBI OBADIAH

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SKILLS

- C++, C, Python, Java, OCaml, JavaScript, TypeScript, React, Vue, Git, Bash, Cmake, MySQL, PyTest, DRF
- Qt, Django, PySide, PyTorch, Pandas, Keras, OpenCV, GTest, Numpy, C++ Boost, STL, Qml, Bootstrap
- Microservices, Agile Process, Serverless, Docker, Linux, AWS, Cloud Computing, CI/CD, Code Testing

EXPERIENCE

Team Lead Software Engineer **HANDY SERVICES** Yaounde, Cameroon 05/21 – present

- Led the design and development end-to-end of website and microservices using **Django, JavaScript and Bootstrap** connecting entrepreneurs and SMEs to clients online.
- Implemented and launched scalable payment APIs integrated with leading third-party Mobile Money payment processors (ISPs) including **MTN** and **Orange** driving more than 1,000 transactions every month.
- Set up **CI/CD** pipeline from **Gitlab** to production environments on **AWS** enabling automated real-time load balancing, Unit/Integration Testing and Cloud logs. Improved error tracking and logging in all fronts.

Team Lead Machine Learning Engineer **Mboa Digital** Yaounde, Cameroon 11/20 – 05/21

- Oversaw team development of in-house software products and serverless microservices using **React, AWS Lambda, TypeScript** and **Docker** following Agile development methodology as a scrum master.
- Implemented and deployed **machine learning models** enabling automated reconciliation of bank statements and invoices. Improved model accuracy beyond acceptable production benchmark of 90% accuracy.
- Set up CI/CD pipelines for AWS **Lambda** functions using **Zappa** and **CloudFormation**. Integrated real-time monitoring with **New Relic** and CloudWatch which improved early error detection or outage by 30%.

Software and AI Engineer **Artificials & Engineering** Buea, Cameroon 11/19 - 10/20

- Developed enterprise-grade transport application using **C++14, Qt**, and **MySQL** database mindful of transport latency and memory usage. Implemented automated build and testing with **Cmake** and **Bash**.
- Implemented unit, integration, white-box, black-box and mock tests using **Google's GTest** C++ library to rigorously test systems functions which accelerated their validation and deployment to production by 50%.
- Orchestrated an internal tool that simplified analyzing, organizing and presenting insights from surveys using **Python, PySide** and **Machine learning** used in the marketing department.

Software Developer **Fiverr** Remote 04/18 - 05/20

- Collaborated with various clients from 6 continents and across multiple sectors including transport, entertainment. Ensured 100% client satisfaction and repeated client service requests with 30+ 5-star reviews.

EDUCATION

Bachelor of Science in Computer Science **University of Buea** Buea, Cameroon 09/15 - 03/19

Relevant Courses: Data Structures, Algorithms, Artificial Intelligence, Functional Programming, OOP, Discrete Mathematics, Database Design, Computer Architecture, Process Algebra

Deep Reinforcement Learning for Enterprise **Udacity** 07/19 – 11/19

Program covered: Value-Based Methods, MDP, Monte Carlo Methods, Policy-Based Methods, PyTorch
[certificate](#) Multi-Agent RL, Deep-Q Networks, Actor-Critic Methods, Python, C++

Deep Learning Nanodegree **Udacity** 01/19 – 05/19

Program covered: Artificial Neural Networks, Computer vision, Natural language processing, PyTorch
[certificate](#) Linear Algebra Multilayer Perceptron, Amazon SageMaker, CNN, RNN, LSTM, Python

PROJECTS

Sentiment Analysis (Udacity Deep Learning Project) 04/19 – 05/19

- Analyze sentiment of movie reviews using **Artificial Intelligence**. [Try it on website](#). See [code](#).

Collaboration and Competition (Udacity Deep Reinforcement Learning for Enterprise Project) 10/19 – 11/19

- AI agents trained to play tennis in **Unity 3D environment** using reinforcement learning [code](#)

Handy (Open Source) 03/18 – 12/19

- A data structure and utility library developed using **C**, strictly tested for memory leaks with Valgrind [code](#)