

NUMEROUS ORIABURE

Full-Stack Software Engineer & Systems Architect

High-Concurrency Web Platforms • AI & Document Automation • Real-Time Systems

Location: Benin City, Nigeria (GMT+1)

Portfolio: portfolio.kalmitech.app

GitHub: github.com/KalminX

Games Lab: games.kalmitech.app

● OPEN TO FULL-TIME & CONTRACTS (30+ HRS/WK)

Pragmatic, systems-driven **Full-Stack Software Engineer & Systems Architect** specializing in Python (Django/Flask), React, Docker, and Linux cloud infrastructure. Proven track record taking complex products from problem formulation to verified, production-grade deployments. Experienced in engineering multi-tenant enterprise platforms, self-hosted deployment orchestrators (PaaS), high-concurrency database concurrency patterns, and pragmatic AI integration (LLM autonomous workflows, document OCR/extraction, and computer vision). Delivers maintainable architectures, sub-second response latencies, and high software craftsmanship.

● TECHNICAL EXPERTISE

LANGUAGES & CORE	Python (Advanced), JavaScript / TypeScript , C# (.NET), SQL , GLSL (OpenGL Shading Language), HTML5 / Modern CSS, Bash Shell
BACKEND & DISTRIBUTED	Django , Django REST Framework , Flask , Celery , Redis (Caching, Pub/Sub, Streams), RabbitMQ , Unicorn, WeasyPrint (Paged Media)
FRONTEND & GRAPHICS	React , Tailwind CSS , HTMX , Three.js (3D Rigid-Body Physics), WebGL2 , WebSockets, WebRTC, Canvas API, Vite
DEVOPS & INFRASTRUCTURE	Docker & Docker Compose , Linux / Ubuntu Server Administration, Nginx (Reverse Proxy, SSL Termination, Load Balancing), DigitalOcean VPS, Git, CI/CD
DATABASES & STORAGE	PostgreSQL (Row-Level Locking, Indexes), SQLite (WAL Concurrency & PRAGMA Tuning), Redis Multi-Worker Cache, Cloudflare R2 / S3
AI, VISION & MEDIA	LLM Integration (Claude, OpenAI, Gemini), Prompt Engineering & Autonomous Agents, OpenCV (Object Tracking & Detection), FFmpeg (Transcoding & Audio Pipelines)

● PROFESSIONAL EXPERIENCE

C# Faculty Instructor — Aptech Computer Education

February 2026 - Present

Instructor-led training in C# programming, object-oriented design, and enterprise software principles

- Deliver instructor-led training in C# programming and enterprise software development in strict compliance with Aptech Head Office international instructional standards.
- Design and facilitate hands-on algorithmic labs, problem-solving workshops, and rigorous code evaluation sessions for emerging engineers.
- Mentor students through real-world software debugging, object-oriented concepts, and clean coding best practices, achieving superior cohort pass rates.
- Successfully completed and passed mandatory Aptech Faculty Exams for assigned modules with high academic honors.

Focus: C#, Object-Oriented Programming (OOP), Data Structures, Algorithms, Faculty Assessment Standards

Full-Stack Engineer & Systems Architect — Kalmitech Technologies

November 2025 - Present

Core systems engineering across production SaaS applications, self-hosted PaaS tooling, and cloud infrastructure

- Architect, build, and deploy production web platforms, transactional services, and infrastructure running autonomously on independent Linux VPS hosts.
- Engineered **KalmiDeploy**, an autonomous self-hosted PaaS managing multi-container Docker Compose stacks, asynchronous Celery builds, and dynamic Nginx proxy sync, cutting deployment cycles to <30 seconds.
- Developed **Kalmitech Games & Interactive Graphics Lab** (games.kalmitech.app), delivering 60 FPS browser-based 3D simulations (Three.js & Cannon-es) and procedural GLSL fragment shaders with sub-second launch times.
- Engineered **HappyBakes**, implementing PostgreSQL row-level locks for atomic inventory reservations and asynchronous Celery/RabbitMQ fulfillment queues, eliminating rush-hour overselling.
- Built **AutoDoc**, an automated CSS Paged Media PDF compilation microservice (WeasyPrint) generating sub-second, pixel-perfect documents with SHA-256 cryptographic verification hashes.

Technologies: Python, Django 5.1, React, Docker, Linux VPS, Nginx, PostgreSQL, Redis, Celery, Three.js, WebGL2

Lead Full-Stack Developer — EduSphere

January 2025 - Present

Multi-tenant school enterprise resource planning (ERP) platform with automated timetable scheduling

- Architected and deployed EduSphere ([edusphere.kalmitech.app](#)), a multi-tenant school operations platform handling student records, staff roles, and academic workflows.
- Engineered a proprietary constraint-satisfaction scheduling engine that eliminates instructor, classroom, and course double-bookings across full academic terms.
- Implemented custom Django tenant-scoping middleware guaranteeing strict multi-tenant data isolation, role hierarchies, and granular permission boundaries.
- Automated end-of-term continuous assessment broadsheets, automated batch roll-call attendance, and printable report cards, reducing administrative turnaround time by >85%.

Technologies: Django, Python, PostgreSQL, Redis, Docker, Tailwind CSS, WeasyPrint, Nginx

■ FLAGSHIP PRODUCTION SYSTEMS & CASE STUDIES

KalmiDeploy (Self-Hosted PaaS)

PRODUCTION

Autonomous platform-as-a-service on Linux VPS. Connects directly to Docker daemon socket, coordinates asynchronous container builds via Celery, automates dynamic Nginx reverse-proxy configuration and SSL certificates, and delivers real-time container telemetry.

[deploy.kalmitech.app](#) • Python, Django, Docker, Celery, Redis, Nginx

EduSphere School Management

PRODUCTION

Comprehensive multi-tenant education management ERP. Features conflict-free timetable generation, batch student attendance, continuous assessment broadsheets, automated WeasyPrint report card PDF rendering, and tenant-isolated relational schema.

[edusphere.kalmitech.app](#) • Django, PostgreSQL, Redis, Tailwind CSS

Kalmitech Games & Graphics Lab

ONLINE 60 FPS

High-performance browser simulation lab. Includes **Crash Camp 3D** (Three.js rigid-body vehicle physics & procedural simplex noise biomes), **Pong ECS** (real-time GLSL heat-wave fragment shaders), and **Alien Invasion** (WebAudio frequency synthesis).

[games.kalmitech.app](#) • Three.js, WebGL2, GLSL Shaders, WebAudio

AI Football Video Analytics

COMPUTER VISION

Computer vision pipeline analyzing football match footage. Uses OpenCV deep learning detectors for simultaneous player tracking, football trajectory velocity vectors, false detection filtering in fast-motion scenes, and annotated video rendering.

Python, OpenCV, Object Detection & Tracking, FFmpeg Pipeline

HappyBakes Commerce Platform

PRODUCTION

Artisanal bakery platform handling daily batch manufacturing constraints. Features PostgreSQL row-level locks on inventory reservations to prevent overselling, kitchen production queue scheduling, and Celery asynchronous confirmation pipelines.

Django, PostgreSQL Row Locks, Celery, RabbitMQ, Docker

AutoDoc PDF Generation Service

MICROSERVICE

High-fidelity document generation engine utilizing CSS Paged Media standards. Transforms structured payload data into print-ready contractual documents, invoices, and certificates with embedded fonts and unique verification hashes.

Python, Flask, Docker, SQLite, WeasyPrint Vector PDF

■ SPECIALIZED ENGINEERING ENDEAVORS

- **Product MVP Development:** Experienced in taking early-stage concepts with incomplete specifications to production launch. Developed solutions such as the ADU Eligibility Calculator & Lead Generation System and the SuiSafe blockchain security utility, managing database design, API integrations, and frontend implementation.
- **Business Process Automation & Internal Tools:** Replaces repetitive human workflows with automated background workers, webhook event processing, scheduled notification pipelines, and structured data extraction.
- **AI Integration & Workflow Acceleration:** Leverages Claude and Claude Code within engineering workflows for research, architecture modeling, and test coverage, while maintaining strict architectural judgment and code verification.

■ EDUCATION & CREDENTIALS

Bachelor of Engineering (BEng) — Computer Engineering

2021 - 2025

University of Benin (UNIBEN), Benin City, Nigeria

Rigorous foundation in computer architecture, hardware-software interfacing, operating systems, embedded systems, networks, and advanced mathematics.

Faculty Certification: Aptech Certified Faculty Instructor — C# Programming & Enterprise Application Foundations (2026).

Software Engineering Program — ALX Africa

2023 - 2025

Holberton School Curriculum Partner

Intensive program covering low-level systems programming in C, Linux OS internals, algorithmic data structures, Python backend engineering, DevOps, and team collaboration.