NUMEROUS ORIABURE

Full-Stack Software Engineer & Systems Architect

Web Applications • AI/LLM Integration • REST APIs • Cloud Infrastructure & PaaS

Location: Benin City, Nigeria (GMT+1)
Portfolio: portfolio.kalmitech.app
GitHub: github.com/KalminX
Arcade Lab: games.kalmitech.app
PaaS Deploy: deploy.kalmitech.app

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

Pragmatic, systems-focused **Full-Stack Software Engineer** with extensive experience building web applications and production systems from requirements to deployment. Core expertise across **Python (Django/Flask/FastAPI), React, Next.js, TypeScript, PostgreSQL, Docker, and Linux cloud infrastructure**. Specializes in decoupled backend architectures (asynchronous Celery/RabbitMQ/Redis workers, PostgreSQL row-level locks, high-throughput SQLite WAL mode), reverse-proxy automation (Nginx/Caddy), media processing pipelines (FFmpeg, Whisper), and interactive browser graphics (Three.js 3D physics, WebSockets, GLSL shaders). For AI-powered applications, builds reliable features using LLM APIs (Claude, OpenAI, Gemini) and computer vision (OpenCV) backed by rigorous validation, automated testing, and ongoing production troubleshooting.

TECHNICAL EXPERTISE

LANGUAGES & CORE	**Python** (Advanced), **JavaScript / TypeScript**, **C#** (.NET), **SQL**, **GLSL** (OpenGL Shading Language), HTML5 / CSS3 / Tailwind CSS, Bash Shell
BACKEND & DISTRIBUTED	**Django & Django REST Framework**, **FastAPI**, **Node.js / Express**, **Celery**, **Redis** (Cache, Pub/Sub, Streams), **RabbitMQ**, Gunicorn, WeasyPrint, Webhooks, REST API Integration
FRONTEND & GRAPHICS	**React.js & Next.js**, **Tailwind CSS**, **HTMX**, **Three.js** (3D Rigid-Body Simulation & Avatars), **WebSockets / Socket.io**, WebGL2, Canvas API, WebAudio API, Vite
DEVOPS & INFRASTRUCTURE	**Docker** & **Docker Compose**, **Linux (Ubuntu VPS)** Systems Administration, **Nginx & Caddy** (Reverse Proxy, SSL Termination, Load Balancing), Git / GitHub Actions, CI/CD, Production Troubleshooting
DATABASES & CONCURRENCY	**PostgreSQL** (Row-Level Locking, Indexes, Schema Design), **SQLite** (WAL Concurrency & PRAGMA Tuning), Redis Shared Caches, Cloudflare R2 / S3 Storage
AI, VISION & MEDIA	**LLM API Engineering** (Claude, OpenAI, Gemini), Prompt Optimization & AI Agents, **OpenCV** (Object Detection, Player/Ball Tracking), **FFmpeg** (Transcoding & Audio Pipelines), Speech Recognition

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 standards.
- Design and facilitate hands-on algorithmic labs, practical problem-solving sessions, and code evaluation workshops for students.
- Mentor students through real-world software debugging, object-oriented concepts, and clean coding best practices, achieving superior cohort pass rates.
- Successfully completed and passed required Aptech Faculty Examinations for assigned modules with high academic honors.

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

Full-Stack Software Engineer & Systems Architect — Kalmitech Technologies Ltd

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** (**deploy.kalmitech.app**), 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 the **Kalmitech Games & Interactive Graphics Lab** (**games.kalmitech.app**), delivering **UNIBEN Life** (a 3D multiplayer campus simulation using Three.js, React, and Socket.io) and 60 FPS WebGL2 simulations.
- 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 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 period collisions 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, batch roll-call attendance, and printable report cards, reducing administrative turnaround time by >85%.

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

Software Developer — Telemed Connect

January 2025 – Present

Healthcare tele-consultation platform connecting patients, physicians, and administrative personnel

- Built and deployed healthcare workflows using Django, engineering multi-role access controls and dashboards for patients, doctors, and hospital administrators.
- Implemented relational database schemas for appointment booking, medical records, patient consultation logs, and secure profile management.
- Constructed real-time consultation notifications, role-tailored clinical dashboards, and automated appointment status tracking.
- Ensured healthcare data integrity, secure patient authentication, and containerized cloud deployment on production Linux servers.

Technologies: Python, Django, PostgreSQL, Docker, Real-Time Notifications, REST APIs, Linux VPS

Frontend Developer — Sentra

February 2025 – February 2026 (1 yr 1 mo)

Crypto security platform safeguarding digital assets across Sui, Scallop, Deep, and multi-chain ecosystems

- Developed clean, high-performance, and responsive React UI components for the central crypto security and account monitoring dashboard.
- Collaborated closely with blockchain engineers and product teams to translate complex security mechanisms (timelocked tokens, multisig rules, address risk scoring) into intuitive user experiences.
- Engineered real-time dashboard analytics displaying locked tokens, asset protection statuses, connected wallet telemetry, and transaction history.
- Contributed to the successful production launch and user onboarding of Sentra's flagship asset safeguarding platform.

Technologies: React.js, JavaScript, Tailwind CSS, Blockchain Web3 Integration, REST APIs

Backend Developer — Vidlogue

January 2023 – March 2025 (2 yrs 3 mos)

AI-powered multimedia intelligence platform converting video and audio recordings into structured knowledge

- Engineered backend ingestion pipelines processing raw audio/video uploads using FFmpeg and automated speech-to-text models.
- Integrated Google OAuth 2.0 authentication, third-party LLM APIs for summarization, and webhook pipelines for transcription status updates.
- Architected user subscription credit accounting, tier-based usage throttling, and relational data models for transcription histories.
- Managed Docker containerization, staging environments, and production maintenance for high-availability media jobs.

Technologies: Python, Django, FFmpeg, Speech Recognition, LLM APIs, OAuth 2.0, Docker, PostgreSQL

Frontend Software Engineer — Otaku AI

January 2023 – January 2025 (2 yrs 1 mo)

AI-driven decentralized cryptocurrency trading and market analytics platform on the Solana blockchain

- Engineered responsive, low-latency web interfaces using React, TypeScript, and Tailwind CSS for real-time Solana trading analytics.
- Collaborated with AI researchers and backend engineers to integrate predictive trading signals, live market charts, and automated strategy outputs.
- Implemented responsive wallet connection interfaces, token metrics displays, and real-time execution feedback for active traders.

Technologies: React, TypeScript, Tailwind CSS, Solana Web3, Trading Analytics, WebSockets

Python Programming Tutor & Web Developer — Brainford International School

July 2021 – September 2023 (2 yrs 3 mos)

Computer science education, programming fundamentals curriculum, and institutional web portal maintenance

- Designed and conducted interactive Python programming courses for secondary school students and faculty, teaching algorithms through hands-on projects.
- Taught foundational mathematics and physics, breaking complex scientific problem sets into clear, analytical concepts.
- Developed and maintained the school's web portal, ensuring reliable parent-student communications, uptime, and accessibility.

Technologies: Python, Django, HTML5/CSS, Web Maintenance, Technical Instruction

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 **UNIBEN Life** (3D multiplayer campus simulation using Three.js and Socket.io), **Crash Camp 3D** (Three.js rigid-body vehicle physics), and **Pong ECS** (real-time GLSL fragment shaders).

games.kalmitech.app • Three.js, WebGL2, GLSL Shaders, Socket.io

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 & Rapid Prototyping:** 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 intuitive frontends.
- **Business Process Automation & Internal Tooling:** Replaces repetitive human workflows with automated background workers, webhook event processing, scheduled notification pipelines, and structured data extraction.
- **AI-Augmented Engineering Methodology:** Leverages Claude and AI workflows within engineering pipelines to accelerate research, test coverage, and refactoring, while maintaining strict architectural authority, code audits, and operational judgment.

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.

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.

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