

Alexander Oguzie-Ibeh

SOFTWARE DEVELOPER

EXPERIENCE

Conalle, *Lagos, Nigeria*

LEAD SOFTWARE DEVELOPER, Jan 2023 – Present

- Implemented user interface designs on our web platform using Nuxt.js in collaboration with a UI designer. The design was well-received by users for its aesthetic appeal and ease of navigation.
- Spearheaded the integration of performance check tools and Eslint checks to uphold the quality of our website's production version. Managed page load performance and ensured optimal web vitals, resulting in consistently high ratings.
- Architected database structure to minimize latency in data calls, optimizing query performance and ensuring rapid resource retrieval.
- Developed a multi-threaded image processing service using Rust for efficient compression and optimization of images. This ensured faster uploads and maintained site performance despite handling high-quality user-uploaded images.

Fluidity Money, *Adelaide, Australia*

SOFTWARE DEVELOPER, Mar 2022 – Jan 2023

- Designed and managed multiple software programs using Next.js, Remix.js and Go lang for the company's blockchain platform from the website, web application to the backend services respectively, resulting in improved performance and functionality for users.
- Met project specifications and deadlines, contributing to the successful launch of the web app and website.

Epoch Loop Technologies, *Lagos, Nigeria*

FULL-STACK DEVELOPER, Oct 2020 – Jan 2022

- Designed and implemented a comprehensive library system using the C# .NET framework for a nationwide security app. This system was pivotal in managing alert reports, thereby enhancing user awareness of potential security threats within a 10-mile radius of their location. The system was intended to improve users' ability to proactively respond to threats, thereby increasing the overall safety and security of the app's user base..
- Implemented a backend and API interface using JavaScript with the Node.js runtime, in which the client applications used for communicating to backend services for generating QR codes for each registered user, which made sharing of user identification easy for users on the app.
- Optimized the algorithm used to deliver notifications to all users which was a big part of the system, this helped cut down the use of server hardware resources by 20%, Which reduced the amount spent on server resources used monthly by 8%.

EDUCATION

Federal University of Technology Owerri, Jan 2016 – Dec 2021

Bachelor's of Engineering in Material Science Engineering.

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[GitHub](#) | [LinkedIn](#)
[Twitter](#) | [Angellist](#)
[Portfolio](#)

SKILLS

Front-End: React, NextJS, Redux, RemixJS, Webgl, Vue, NuxtJS, Pinnia.

Back-end: Go, Rust, Solidity, SQL, PHP, .NET, C, C++, NOSQL

Tools & Methods: Git, GitHub, Digital Ocean, AWS, Mobile/Responsive, Fast Page Load/Web Vital Checks, TDD, Chrome Dev Tools, Solana blockchain, Eslint.

Professional: Remote Pair-Programming, Teamwork, Mentoring

PROJECTS

[Dream Realm](#)

- This is a graphics renderer built for the main purpose of understanding the pipeline of graphics processing and how 3D applications communicate with graphics device drivers
- Built with (C++, OpenGL)

[CrunchMath](#)

- This is a physics engine i built to understand how physics used in virtual environments are implemented
- Built with C++