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Summary

Software engineer and team lead with nine years building SaaS products for North American companies. I've worked deep in payments infrastructure on Ruby on Rails as part of the team behind RGPAY: checkout, Stripe and Plaid integrations, ledger, reconciliation, webhooks, and fraud handling. I designed an orchestration system that now runs across 3,000+ properties, co-built shared component libraries at two companies, and led the move of a seven-year-old Webpack React codebase to Next.js. Comfortable in a player/coach role, leading a team while shipping alongside it. Based in Vancouver, BC and authorized to work in Canada.

Experience

Opinion Inc. (formerly Rentgrata)

Senior Software Engineer & Team Lead

Jul. 2025 – Present

Vancouver, BC (Remote)

- Lead a team of up to four engineers across the rewards, payments, and AI product areas. Run sprint planning, review all the code that ships, make the architecture calls, and coach the engineers on my team.
- Designed and launched a resident-outreach orchestration system that now runs across 3,000+ properties, replacing the old Rentgrata widget with a new experience for prospects and residents. Built it in about three months: database schema, selection and escalation logic, failure recovery, and email integration.
- Took AI Visibility, our AI-powered brand-visibility analytics product, from a fragile beta to a real production launch. Fixed scan timeouts, added recovery for failed scans, and set up de-duplication and data retention. It now serves 100+ customer locations at 99.99% uptime.
- Cut AI scan infrastructure costs after digging into our usage patterns, and ran early research on passwordless sign-up and OTP auto-fill that shaped the auth improvements shipped in April 2026.

Rentgrata Inc.

Senior Software Engineer

Feb. 2023 – Jul. 2025

Miami, FL (Remote)

- Part of the team that built RGPAY, the company's payment system, on Ruby on Rails, contributing across checkout, Stripe and Plaid integrations, the ledger and reconciliation, webhooks, and fraud handling. Claimed rewards doubled from \$100K to over \$200K within five months.
- Co-built ARI, an insight engine that uses LLM agents to turn renter feedback into sentiment analysis that property managers act on.
- Helped create a shared component library with Storybook and Figma so our products looked and behaved consistently. Also improved the CI/CD pipelines and set up error monitoring with Bugsnag.
- Designed an ETL pipeline that brought the platform's data processing into one place, and rebuilt key interfaces during a stretch when active users grew 50% and revenue 25%.

Andela

Software Engineer

Mar. 2017 – Dec. 2022

Lagos, Nigeria

Employed by Andela, a global engineering talent company that places engineers on long-term engagements with client companies. I completed two multi-year client engagements and contributed to internal products, training, and mentorship along the way.

Client Engagement: The Zebra (Insurance Zebra)

Sep. 2019 – Dec. 2022 | Austin, TX (Remote)

- Migrated a seven-year-old Webpack React codebase to Next.js, modernizing the build system and frontend architecture of the insurance comparison marketplace.
- Co-built a shared component library with Storybook, InVision, and Figma, and monitored production health with Datadog.
- Started regular architecture-focused code reviews that improved maintainability by 30% and cut deployment issues by 20%.
- Integrated customer feedback surveys and shipped user-facing features across the marketplace.

Client Engagement: LawTrades

Apr. 2018 – Mar. 2019 | New York, NY (Remote)

- Built core parts of a legal-services marketplace, including the user interface, database design, and third-party API integrations. Introduced QA and testing practices the team kept using after the engagement ended.

Internal Projects, Training & Mentorship

Mar. 2017 – Dec. 2022 | Lagos, Nigeria

- Led a six-person team that delivered an online publishing platform on time and on budget. Set up error monitoring with Sentry.
- Volunteered as a Bootcamp Facilitator: ran hands-on coding workshops and simulated team sprints for aspiring engineers, gave daily code feedback, tracked learning velocity, and assessed candidates against Andela's technical hiring bar.
- Mentored junior developers through Andela's structured mentorship program.

Education

University of the People

Associate Degree in Computer Science (part-time, online)

Jun. 2020 – Jun. 2024

Pasadena, CA, USA

Technical Skills

Languages: JavaScript, TypeScript, Ruby, Python, PHP, Java, SQL

Frameworks & libraries: Ruby on Rails, React, Redux, Next.js, Node.js, NestJS, FastAPI, GraphQL, Angular, Laravel, Tailwind CSS

Platform & build: Webpack, Storybook, shared component libraries / design systems, CI/CD, GitHub Actions, Docker, Nginx

Cloud & observability: AWS (EC2, Lambda, S3, CodePipeline, Route 53), Google Cloud, Datadog, Sentry, Bugsnag

Data & tooling: PostgreSQL, MySQL, Supabase, Firebase, ETL pipelines, LLM agents, Stripe, Plaid, Jest, Mocha/Chai, Jira, Git, Figma

Community & Volunteering

- **Teencode Africa, Mentor (volunteer):** coach high school computer studies teachers and teenagers, translating modern coding curricula and real industry practice into lessons that work in the classroom.

Certifications & Training

- CS50: Intensive Introduction to Computer Science, Harvard Extension School (edX)
- Mobile Web Specialist, Google Africa Developer Scholarship
- HTML, CSS, and JavaScript for Web Developers, Johns Hopkins University (Coursera)