Ola Otesile

Software Engineer

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Professional Summary

Software Engineer skilled in building intelligent, high-performance applications and underlying systems. Combines software development experience with low-level programming, and distributed AI pipelines to create efficient, scalable, and adaptive technologies.

Technical Skills

Languages: C, C++ Python, JavaScript (ES6+), TypeScript, Golang

Frameworks & Libraries: React, Next.js, Node.js, React Native, ElectronJS, PyTorch, TensorFlow, OpenCV, LangChain

Databases: PostgreSQL, MongoDB, Redis

Systems & Tools: Linux (Arch), Docker, Kubernetes, Git, Nginx, CI/CD, Cloud (AWS/GCP), GPU Acceleration (CUDA), System Design, Distributed Systems

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Experience

Senior Mobile App Developer – *InternSync*   *Texas, US*
2024 – present

- Led a team of 6 in architecting and deploying a React Native internship platform with Tinder-style swipes and AI-powered matching algorithms, revolutionizing student-company connections.
- Led full-stack development and integrated AI-powered matching algorithms with backend microservices scaled to 50,000+ users with zero downtime.
- Automated testing pipelines, slashing QA cycle time by 40% and boosted user retention by 35%.

Backend Developer – *Secsystems*   *Plymouth, United Kingdom*
2023 – 2024

- Refactored core banking API from Express.js to Golang, with concurrency-safe design for high transaction throughput.
- Developed a distributed POS transaction service handling millions in transactions securely with zero critical downtime.
- Optimized API reliability and resource usage through caching and concurrency-safe design.

Full Stack Development Intern – *GrazacNG*   *Nigeria*
2022 – 2023

- Developed frontend and backend features for a mentorship platform with real-time chat and session tracking.
- Optimized SEO and implemented API integrations UX.

Selected Projects

Sentra

- Built a national-scale mobile app for real time security monitoring and alerts.
- Designed and deployed a real-time feed, notifications, AI-powered algorithm for millions of users.

Kenate
- Developed a high-performance robotics framework that abstracts complex hardware logic into modular, reusable Python states managed by a deterministic 1000Hz C++ engine.
- Features a custom CLI for debugging state transitions.

Chardow
- Developed a browser extension that deconstructs complex web UIs that utilizes a custom mapping engine to translate computed CSS into framework-specific utility classes (Tailwind, React, Vue).
- Implemented a Shadow DOM-based sidebar to ensure CSS isolation and zero-interference with host website layouts.

In-browser Operating System
- Built a web-based OS mirroring desktop functionality: taskbar, file explorer, and app launcher.
- Integrated file management controls, building in-OS apps like file explorer.

Education
B.Eng. Mechatronics Engineering
(Core coursework: Computer Systems, Control Engineering, Embedded Logic, and AI Fundamentals)

Harvard University – CS50: Full Computer Science University Course (2024)
Built strong understanding of Data Structures and Algorithms, C programming, and systems architecture.

Awards & Recognition
- **2x Tech Genius Award** – Recognized for exceptional creativity and problem-solving in technology.
- **Best Student in Technological Innovation** – Patterson Memorial Grammar School.