

Kingsley Oyelabi

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EXPERIENCE/EMPLOYMENT HISTORY

- [Data2Type/ParsQube GmbH](#) | Remote Position — *Python/AI Engineer*

June 2023 - December 2024

 - Collaborated with team lead and product manager to develop several data extraction, parsing, and analysis tools and products.
 - Fine-tuned Large Language Models with custom data to meet specific customer requirements.
 - Implemented AI tools to facilitate the expansion of the company into data parsing with Artificial Intelligence
 - Technologies: Pytorch, Google Cloud, Gpt4All, Langchain, ONNX Runtime, Transformers, Speech Recognition, Image Recognition and Analysis, Data Visualization.
- [Nanoexact](#) | Retainer Contract — *Software Developer*

February 2024 - Present

 - Developed applications that facilitated the sales of cutting edge research equipments worth over \$50,000.
 - Executed production scale processes and web scraping to increase efficiency of the marketing team by 900%.
 - Implemented and deployed a web crawler that can produce over 3000 targeted prospects in a day.
 - Scaled deployed applications to generate leads leading to sales worth millions of dollars.
 - Technologies: Langchain, PostgreSQL, Nginx, FastAPI, Playwright.
- [Designupp](#) | Remote Contract — *Backend Engineer*

August 2024 - December 2024

 - Implemented complex feature-complete backend functionalities that outperformed projected performance by over 90%.
 - Designed and implemented an efficient microservice architecture that improved the company's development speed by 50%.
 - Deployed and maintained a scalable backend infrastructure that can handle over 100,000 requests per second.
 - Technologies: FastAPI, PostgreSQL, Redis, Redis Stack, SQLAlchemy, Alembic.
- [Pickbetta](#) | Remote Position — *Machine Learning Engineer*

October 2024 - January 2025

 - Trained and deployed machine learning models on the predictive analysis of NBA and NCAA games.
 - Developed models that outperformed the industry standard by 20%.
 - Technologies: Digital Ocean, FastAPI, Scikit-learn, Pandas, Numpy, Matplotlib, Seaborn.

EDUCATION

- [Obafemi Awolowo University, Ile-Ife](#) — *B.Sc. Computer Engineering*

February 2020

 - Relevant Coursework: Data Structures and Analysis of Algorithms, Discrete Mathematics, Database Design, Artificial Intelligence, Object-Oriented Programming, Computer Architecture and Organisation, Operating Systems and Systems Programming, Principles of Compilers, Software Design and Development.
 - First-class CGPA of 4.75 of 5.0

SKILLS

Technologies/Languages
Python | C++ | Rust | TypeScript| PostgreSQL | Redis

Tools/Frameworks:
FastAPI | Django | Git | Docker | Next.js | Pytorch | Astro | Playwright | Pytest | Selenium

Skills:
API development | System administration | Browser automation | Unit testing | Linux Programming

Soft Skills:
Teamwork | Problem Solving | Efficient Communication | Critical Thinking | Efficient Versatility

PROJECTS

- [Vanity](#) (*C++*) - Vanity is an in-memory distributed data structure server that can also function as a high speed cache and data store. It supports atomic transactions, automatic key expiry, piped requests, pubsub for message passing, and crash recovery/guarantees, all implemented in a neat and maintainable architecture.
- [Sonority](#) (*FastAPI*) - Sonority is a backend web application that functions as a music streaming service. It was designed to be a feature-complete, highly scalable application providing comprehensive endpoints to power such a service.