YOUDIOWEI ETEIMORDE
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SUMMARY

Self-taught programmer with a deep passion for using the power of computing to build innovative and exciting products.

SKILLS

Technologies	Programming Language	Libraries/Framework
Linux, Git, AWS, Bash, Postgres, Docker, MongoDB, Snowflake	JavaScript/TypeScript, Python, Rust, C/C++, HTML/CSS, SQL	Django, Numpy, Flask, Tensorflow, Express, React, FastAPI, Pandas, Scikit-learn, Matplotlib

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EXPERIENCE

Launch.ai | *Software Engineer*   *Remote* | **Jan - Mar 2022**
- Worked in a team building a real-time collaboration tool.
- Designed and implemented the data structure necessary for real-time communication via Conflict-free Replicated Data Type (CRDT), resulting in increased data consistency and improved user experience.
- Reduced the latency of the WebSocket connection to the backend by implementing it in Rust using the tokio runtime, resulting in faster data transmission and reduced network overhead.

SquareLink | *Backend Engineer*   *Nigeria* | **June - Sept 2022**
- Worked on building the Minimum Viable Product (MVP) of the product.
- Built the backend Application Programming Interfaces (APIs) of the product using the FastAPI framework, resulting in a reliable and scalable product.
- Documented the endpoints following the OpenAPI standard, ensuring clear and consistent documentation of the API for developers and stakeholders.

Wigxel | *Data scientist*   *Nigeria* | **Oct 2022 - Jan 2023**
- Developed a Natural Language Processing (NLP) model to analyze user sentiment on the company's product Routa..
- Conducted data cleaning and preprocessing, ensuring high-quality data inputs for the model and improving its accuracy.
- Optimized the model's hyperparameters and fine-tuned the training process, resulting in an accurate and efficient model.
- Collaborated with other team members to incorporate the model into the company's data pipeline, ensuring seamless integration and effective use of the model.

UserCanDo | *Software Engineer*   *Nigeria* | **Mar - Sept 2023**
- Served as the Assistant to the Chief Technology Officer (CTO), overseeing and managing a team of developers while directly reporting to the CTO. Responsibilities included coordinating project tasks, ensuring timely delivery, and facilitating communication between team members and upper management.
- Supervised and mentored a group of four interns tasked with building an AI-powered chatbot that utilizes state-of-the-art technologies and techniques within the LLM ecosystem. Responsibilities included providing guidance on core concepts, facilitating skill development, conducting comprehensive code reviews, and troubleshooting technical issues to ensure the successful completion of the project within set timelines.

PERSONAL PROJECTS

The Game of Life
- An Implementation of John Conway's game of life built for the web.
- ES6 class is used to represent the game world and individual cells in the game.
- It uses HTMLCANVASELEMENT to display the game.

File System Implementation
- Developed a virtual file system using Python.
- Implemented non-contiguous memory allocation using LinkedLists for file storage.
- Created educational content on file system concepts and provided a comprehensive code walkthrough on my YouTube channel.

Simpletron
- Developed a simulated computer in C/C++/Rust based on the Von Neumann Architecture.
- Implemented SML (Simpletron Machine Language) for programming the computer.
- Incorporated 12 instruction sets for versatile functionality.