

OLUWASEUN ROBERT

Lagos, Nigeria.

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FULLSTACK SOFTWARE ENGINEER (WEB & MOBILE)

Full-stack Software Engineer who ships products that turn complex operations into seamless user experiences.

I build end-to-end systems across web and mobile from e-commerce platforms handling custom design workflows and payment processing, to real-time multiplayer games with strategic mechanics, to cross-platform marketplaces connecting service providers with clients. My work bridges technical complexity with business impact, turning operational bottlenecks into scalable digital solutions.

Core stack: React, Next.js, React Native, Node.js, and real-time architectures.

Technical Skills

Languages & Frameworks: JavaScript/TypeScript, React.js, Next.js, React Native, Node.js, Express.js

Databases: PostgreSQL, MongoDB, MySQL

Real-Time & Infrastructure: WebSockets, Socket.IO, Firebase, AWS

Tools & Workflow: Git, REST APIs, GraphQL, Agile

Work Experience

Qraft

Mobile Engineer & Technical Lead — Lagos, Nigeria

Feb 2025 – Present

Mobile-first service marketplace connecting vetted artisans with clients via real-time service requests.

- Acted as the primary technical lead across product, design, backend, and mobile, translating business requirements into clear technical execution.
- Owned the architecture and full implementation of the cross-platform React Native / Expo mobile app, delivering iOS and Android experiences from a single codebase.
- Designed and built core platform systems including real-time chat, location-based artisan discovery, secure Google/Apple authentication, push notifications, multi-image uploads, and the end-to-end service request lifecycle.
- Owned the complete deployment pipeline from development to production, including Apple App Store and Google Play Store releases, establishing CI/CD workflows, monitoring systems, and scalable infrastructure using Firebase and AWS services.

SYONIT (by SYONIT ES ONE Ltd.)

Full-Stack Developer — Lagos, Nigeria

Oct 2024 – Present

Gaming startup building a real-time multiplayer game that challenges conventional thinking, players make rapid Yes/No decisions under pressure, with only the minority advancing. Rewards contrarian instincts and faster decision-making.

- Built the complete game platform from scratch using Next.js (frontend) and Node.js + Socket.IO (backend), supporting real-time gameplay for over 1000 concurrent players with <100ms response times.
- Engineered core game mechanics: blind Yes/No rounds, minority-based token scoring, odd-number advancement logic, automated tie-breakers, and prize redemption system.
- Designed and implemented scalable MySQL architecture managing tournaments, player states, leaderboards, in-game chat, and prize inventory.
- Expanding beyond entertainment, partnering with Terra Kulture Academy (TAFTA) to pilot SYONIT as a decision-making training tool for students.

Hectare Technologies

Full-Stack Developer

Sept 2023 – Present

- Developed responsive web applications across e-commerce, event management, and logistics domains.
- Built features like real-time pricing, online payments, interactive dashboards, and AI-assisted functionalities.
- Designed scalable backend systems with database optimization and third-party API integrations.
- Collaborated in agile teams to ensure secure, maintainable code and high-performance solutions.

Other Relevant Experience

Web Developer Intern — Lagos State Ministry of Science and Technology

- Built and maintained internal web apps; implemented responsive UIs and backend integrations.

Frontend Developer — Aiotouch Software

- Developed client interfaces with React and Next.js; applied version control and deployment best practices.

Education

B.Sc Computer Science

Olabisi Onabanjo University (O.O.U)

2018 -2023

Grade Class: Second Class Upper