

TEMILOLUWA ADELOWO

ABOUT

Creative and efficient Software Engineer with a knack for delivering reliable solutions across various industries. Skilled and knowledgeable in Blockchain and Backend Development, with strong organisational and communication abilities.

TECHNICAL ACUMEN

Core: Go(Golang), Solidity, Typescript, Rust, JavaScript.

Extras: React, Nextjs, React Native, Laravel, Bootstrap, TailwindCSS, PHP, Markdown.

Tools: GoLand, Visual Studio Code, GIT/GitHub, GitBook, Google Suite, Expo, XCode, Figma, Adobe Creative Suite, Framer.

Databases: MySQL, MongoDB, Postgres

MISC: Heroku, Web3 & Blockchain, Vercel, Ethereum, Solana, Agile

EXPERIENCE

Cryptea – *Software Engineer*

JULY 2022 – JUNE 2023

- Responsible for the creation and deployment of the admin section, using Golang, and serving over APIs.
- Implemented FHE and MPC for wallet operations
- Created and optimized a Wallet-as-a-Service product, using relevant packages to interact with the blockchains using Golang.
- Collaborated on Solidity Smart Contracts, for Crypto payments on EVM-based chains.

Clover (Hackathon) – *Software Engineer*

OCTOBER 2022 – AUGUST 2023

- Collaborated on the Smart Contracts that power the application.
- Collaborated on the backend of the product, using Laravel where required.
- Collaborated on product design for a DAO Collaboration application.
- Created high-fidelity prototypes.
- Created functional webpages to mirror the existing design.

Promise Protocol (Hackathon) – *Software Engineer*

MARCH 2022

- Created Smart Contracts to reward early platform contributors.
- Designed the UI and UX for an app to reward early contributors with future collateral-backed equity.
- Collaborated on the frontend implementation, using technologies like React.js and web3.js
- Deployed to the Polygon Blockchain using Hardhat.

Spect Network, Remote – *Software Engineer (Contributor)*

FEBRUARY 2022 – JUNE 2022

- Worked on reducing spam entries in Web3 forms, reducing Sybil attacks.
- Worked on the integration of various protocols and software, to ensure the functionality of the product.

- Functioned as a team member in an agile development environment – collaborating with other software engineers and team members to produce required results.
- Collaborated on protocol smart contracts, to handle token-gating and other protocol operations.
- Collaborated on the curation of product design for users.
- Created high-fidelity prototypes, following previous wireframes and prototypes.
- Attended team meetings and implemented technical reviews of product designs.

Monisphere, Remote – *Software Engineer*

FEBRUARY 2022 – NOVEMBER 2022

- Functioned as a cross-functional team member in an agile development environment – collaborating with product managers, other software engineers and team members to produce results based on established deadlines and milestones.
- Performed user surveys, to know the ideal user and their needs regarding the product.
- Created wireframes, and low-fidelity prototypes, while following the user findings already known.
- Created high-fidelity prototypes, following previous wireframes and prototypes.
- Leverage understanding of Frontend languages to convert existing designs to functional web apps.

CornieHealth, Remote(Canada) – *Frontend-focused Software Engineer*

JUNE 2021 – JULY 2021

- Worked on the implementation of various features, to ensure the functionality of the product.
- Functioned as a team member in an agile development environment – collaborating with other software engineers, product designers and team members to produce required results with set milestones and deadlines.
- Created functional web pages, using Frontend technologies like VueJS, TypeScript, and required libraries, while following existing software design systems.
- Converted existing Product design, to neatly-written pieces of code.
- Attended team meetings and made corrections based on feedback received.

Nollydata, Remote(Lagos) – *Software Engineer*

MAY 2021 – AUGUST 2022

- Contracted to create and convert designs to interactive web pages, for user interaction.
- Created wireframes, and low-fidelity prototypes for all required pages on the platform.
- Created design systems, to ensure ease of continuity.
- Created interactive web pages, using modern frontend technologies.
- Functioned as a team member, collaborating with other software engineers and team members.

Freelance, Remote – *Software Engineer*

SEPTEMBER 2019 – PRESENT

- Created various hackathon projects, some of which I got prizes for.
- Spoke at Huddle01's VideoJam hackathon space
- Facilitated a workshop at Huddle01 and Filecoin's hackathon.
- Got accepted into Filecoin's Virtual Machine mainnet cohort.
- Participated in 15+ hackathons, winning prizes in 10+ of those.
- Wrote, and contributed to 5+ technical articles.
- Improved product efficiency, reduced load and improved product security using Golang as the primary tool.
- Improved the user experience of using various client products by redesigning client platforms using the required tools.
- Increased the ease of using client products by documenting required processes.

CONTACT INFORMATION

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