

Okechi Onyeje

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U.S Citizen

Education:

- **University of Maryland – James A. Clark School of Engineering**, Graduation: July 2017
 - BS: Computer Engineering
- **Baltimore City Community College – Baltimore City**, Graduation: June 2014
 - AS: Engineering

Technical Skills:

- Linux/Unix, HTML/CSS/JavaScript/Typescript(ES5, ES6, NodeJS, React Framework), NextJS, Java, PHP(Laravel), SQL(MySQL/Postgresql), PrismaORM, React Native, Ruby, Rails Framework, C++/C/C#, Swift, iOS, Android, Unity3D, AWS, Kubernetes

Professional Experience:

- CuriosityStream, Senior Software Engineer, Nov 2020 – August 2023
 - Led the development and maintenance of a custom marketing landing page builder using NodeJS, React, NextJS, Typescript, and Prisma ORM for relational mapping.
 - Collaborated with a team of frontend engineers to implement new features, fix priority issues, and maintain customer reliability and satisfaction for Curiosity Stream's web app streaming platform built on React and NextJS.
 - Owned the development and maintenance of the company's asset distribution pipeline responsible for delivering media content to other media partners (Amazon, CW, HBO, etc) using php scripts with the Laravel Framework for xml feed scripting and nodejs for script process coordination and sqs queue listening.
 - Contributed to the company's internal tooling responsible for executing daily video transcoding jobs among other jobs related to generating user recommendations and related videos using Algolia.
- VistaPrint Digital (Formerly WEBS), Software Engineer I, June 2016 – October 2020
 - Contributed to the shipping and maintenance of the company's latest website building software powered by React and vanilla JS on the frontend and NodeJS on the backend which leveraged AWS EC2 and RDS resources using Kubernetes orchestration.
 - Maintained production level legacy website builder software using Java SpringBoot, Groovy on Grails, and provided on-call support for production level blockers in the software as they were reported.
 - Developed a micro-service designed and built using Java and SpringBoot to facilitate A/B testing. The service exposed a RESTful API for creation and management of live user-facing experiments (Internship).
 - Built an independently hosted user interface for the service that consumes the API. The user interface was built in React and is served by a Node.js Express application (Internship).
- Kroleo Studios, C.T.O and Cofounder, June 2015 - June 2020
 - Directed multiple software projects with a team of programmers and designers through advisement of technology best practices based on project specifications.
 - Focused on mobile/web-based applications and custom software development, video and audio production, and UI/UX design with branding consultation.
- B-Side Solutions, Founder, January 2019 - Current
 - Led infrastructure maintenance, project development, and client relations.
 - Specialized in audio and video based web, desktop, and mobile application design, but generally runs as a custom software agency. Primarily focused as main developer and lead project manager.

Project Experience:

- **Home Continuous Integration/Continuous Delivery Server (Home Project)**

- Set up a home Jenkins server running in a bare metal Kubernetes cluster capable of picking up the latest commits from various side projects. Docker images are built and deployed to a Kubernetes cluster running in Digital Ocean using ArgoCD and Kustomize for environment orchestration.

Portfolio (In Detail):

B-Side Solutions, Maryland

- **G2G (Garage 2 Garage)**, November 2020 - May 2023
 - Mobile app for iOS/Android built using React Native/Firebase. Allows users to request pickup of recyclable auto parts (tires/catalytic converters) with opportunities for payout for certain pickup items. This was deployed/delivered to app stores using a combination of Fastlane/Jenkins
- **Ubaha Communities in Americas**, March 2021 - Dec 2021
 - Nonprofit website for a Nigerian cultural/heritage association that promotes/advances the community in the US.
- **Craft Music**, September 2019 - December 2019
 - Worked on audio/video waveform display for music studio mobile application designed for the mobile musician. The application was a standard React Native application that leveraged React Native's native module/UI bridge functionality to also leverage native platform-specific functionality/libraries.
- **K. BLueZ Beats**, June 2019 - September 2019
 - Music producer/recording studio services ecommerce website equipped with capabilities to sell instrumentals/songs and book various studio services.
- **Breaking Boundaries With Innovation**, May 2019 - August 2019
 - Nonprofit website involving teaching a STEM-based curriculum to children in Sierra Leone with capabilities to accept donations through PayPal.

Kroleo Studios, College Park, MD

- **Tagfer**, November 2018 - February 2019
 - Worked on a team to refactor a React Native MVP application. The application was a LinkedIn-like application that dealt with networking and professional/social contact management using React Native.
- **Aqua**, January 2017 - May 2018
 - Implemented both a web dashboard and iOS application written in Ruby on Rails and the Swift/iOS frameworks respectively. The application was responsible for managing logistics required to run and manage hotels such as employee schedules/assignments, room maintenance/staff communication/guest management. The iOS Application consumed the API created with Ruby on Rails providing the same functionality as the web dashboard.
- **Vendoo**, June 2016 – January 2017
 - Implemented an iOS application using Swift/Xcode 7 for online marketplace sellers. The application interacted/managed user's online accounts on several community ecommerce sites which have endpoints based on REST/XML/custom SDKs native to Swift. The project used frameworks such as Firebase Database/LockSmith Password KeyStore/FacebookSDK frameworks as well as many other community Swift/Obj-C frameworks.
- **Get Hip**, January 2016 - April 2016
 - Implemented a social peer-to-peer music streaming application in iOS using Swift as the native code in Xcode 6. Frameworks used in the project included Multipeer Connectivity/Parse Cloud Database/MediaPlayer/AVFoundation frameworks.
- **Bending Temple**, June 2015 - November 2015

- Designed/implemented a 3D iOS game based loosely off the animated show “Avatar” for a private client using the Unity3D game design engine in C# code and models created using Blender 3D modeling suite..