STEFANO NEBO

Senior Fullstack Engineer

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PROFILE SUMMARY

Software Engineer with over three years of experience churning out scalable applications using JavaScript and python frameworks. I am a pro at back-end development using Node.js, Django, and Ruby on Rails. I am proficient at front-end development using Next.js and React and I feel fine with DevOps: AWS, Docker, Kubernetes and the rest. I have deployed exceptional projects such as an Automated Speech Recognition (ASR) Service (93% accuracy) and managed teams with a view of refining the workflow of all individuals.

PROFESSIONAL SKILLS

Technical: JavaScript (ES6), Node.js, NestJS, Express, Django, React, Next.js HTML5, CSS3, Tailwind, AWS, SQL, Docker, Kubernetes, Firebase, Machine Learning, Git, Linux, Miro, Jira, Trello.
Soft: Problem-solving, Leadership, Adaptability, Responsibility, Ability to work without supervision

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WORK EXPERIENCE

Software Engineer

ExamReady, San Francisco, CA (Remote)   Sept 2024 – Present

- I Developed an ASR system using NVIDIA's NeMo SDK and OpenAI APIs, that automated the manual transcription of important details from healthcare meetings and recorded audio with 96% accuracy
- Built and implemented a Flask backend server stack combined with Nginx to provide cost effective DNS routing. This also accelerated the automation of client's workflow by 80%
- Collaborated with UI/UX designers to create a real-time analytics dashboard with React and Firebase and allowed healthcare professionals to monitor their performance metrics 50% quicker.
- Implemented a HIPAA-compliant Zoom bot using the Linux SDK, hosted on AWS with Docker and Kubernetes, ensuring 99.9% uptime and seamless integration with other microservices.

Backend Engineer (Part-time)

Inventors Community, Remote   July 2023 – Present

- Spearheaded the development of a NestJS and MongoDB lead management solution that can handle more than 1000 users with role-based access and reduced API response time by 40%.
- Implemented an email dispatch system that operated at 99.9% uptime and at the same time increased community engagement and participation on and off campus.
- I was able to increase our Jest code coverage to 85% and reduce production bugs by 25%. Allowing us to write better code and fix bugs before they could reach production.

Data Analyst Intern

TownCriers, Lagos, Nigeria   June 2023 – 2023

- To reduce the time used to prepare data, I developed two python scripts to migrate and clean data automatically, reducing the time we spent on analyzing by 25%.
- Analyzed large amounts of data and translated the results into tangible recommendations that resulted in enhanced customer outreach and increased conversion rates in general.
- Worked with cross-functional teams to streamline enterprise marketing strategies and contributed to the increase in client engagement metrics by 10%.

EDUCATOIN

OLUSEGUN AGAGU UNIVERSITY OF SCIENCE AND TECHNOLOGY

Bachelor of technology in Industrial Mathematics (Focused on algorithms and data analysis)

GPA: 3.16/4.0

Ogun state university of science and technology

National Diploma (Computer engineering)

VOLUNTEERING EXPERIENCE

Backend Development Instructor

Inventors Oaustech Campus   Jan 2024 – Sept 2024

- Mentored 20+ undergraduates in web development, guiding them to build 5 functional web applications using Node.js.
- Organized 10+ virtual workshops & info sessions, increasing student engagement in backend development.

Game Development Tutor

Algorithmics, Lagos, Nigeria, Remote   April 2023 – June 2023

- Taught kids game development using Lua, guiding them to build functional games on the Roblox platform
- Designed, reviewed and improved interactive exercises and study material for improving kids' understanding of algorithms.

PROJECTS

Automatic Speech Recognition (ASR) System | Nov 2024 **| google-colab-link**

- Constructed a fully automated speech recognition system with NVIDIA's NeMo on Google Colab (T4 GPU). I trained it with over 1,000 audio samples and got an accuracy of 90% on transcriptions.
- Integrated Google Drive and managed the state using nginx, which reduced the time of setup by about 15%
- Some problems with Huggin Face documentation were encountered at the beginning with other required libraries being labeled as deprecated, thus I had to update them and remove redundant dependencies to maintain a smooth operation.

Chess Desktop Application | April 2023 **|** github.com/snebo/Chess_AI

- Developed an interactive chess game in Python with PyGame. It was aimed at creating a complete 2-player game, and I had to ensure that both players could watch their moves in real time and that all pieces on the board were fully displayed.
- I chose to use object-oriented programming (OOP) to manage chess piece logic, and that choice reduced the codebase by approximately 30%.
- I developed a Ruby prototype in the terminal to experiment with the fundamental mechanics of the game and edge cases before I moved on to the GUI version. That process eliminated a good deal of the low hanging bugs early and left the more visual problems to be addressed later.