Daniel Olabemiwo

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TECHNICAL SKILLS

Languages: JavaScript, PHP, TypeScript, Rust, Python, Markdown
Frameworks: React, Vue, Nextjs, Nuxtjs, Laravel, Nestjs, Flask, FastAPI.
Tools: Postman, Swagger, Figma, Docker, GIT, GitHub, ReadMe, Heroku, Jest, GitBook, Notion, Google Suite, GraphQL.

WORK EXPERIENCES

Founder | InstantForms   October 2025 to Present

InstantForms is an AI-powered mobile app that generates professional forms from natural language in under 15 seconds. Users can describe their needs in text, voice, or image, and instantly deploy to Google Forms or Typeform.
My achievements:

- Built and launched the MVP across iOS and Android, reaching 60+ downloads in the first week with >95% form accuracy.
- Engineered a universal export engine to adapt form structures across multiple platforms (Google Forms, Typeform, etc.).
- Managed end-to-end development, from React Native frontend to AI pipeline integration and cloud infrastructure.
- Drove community engagement through Hacker News, Product Hunt, and early-adopter channels to gather user feedback and iterate quickly.

Software Engineer | Spitch   April 2025 to Present

Spitch is working to bridge the digital divide and expand AI-powered communication across Africa. By enabling developers and enterprises to add local-language voice capabilities to applications ranging from call centres to media and legal tech.
My achievements:

- Designed and deployed a comprehensive design system across all Spitch front-end apps.
- Led the creation of Spitch Agents, the company's first voice-operated agentic platform. The platform allows organisations to plug in their data and build personalised conversational agents without needing machine-learning expertise.
- Implemented end-to-end text-to-speech and speech-to-text workflows on web applications, using Spitch's existing language technologies (translation, transcription, diacritization and speech generation) that currently supports over 10 African languages.
- Implemented caching, build optimisation and real-time monitoring to scale Spitch's front-end services. These efforts delivered roughly 98 % uptime within the first 60 days.

Software Engineer | Indicina Technologies Ltd   October 2023 to April 2025

Indicina is building the lending infrastructure for Africa and allowing financial organizations to manage their lending process efficiently, even to the point of collection & recovery.
My achievements:

- Returned to join a team that worked on building a lending infrastructure specifically for banks, helping to integrate with legacy infrastructures and reducing their time-to-approve lending by over 40%.
- Fostered strong coding standards and implemented a peer-review process that improved code quality and reduced bug rates by 40%.
- Revamped Indicina SDKs and libraries (internally and open source).
- Co-led a team that worked on scaling Decide, monitored deployment for a variety of customers ranging from SMEs financial institutions to top tier financial institutions.

Freelance Software Engineer | Multiple Clients   June 2023 to January 2024

During this time, I worked with various clients to create efficient, readable, maintainable, and testable code. I leverage my skills to develop high-quality software solutions that meet the client's needs while adhering to industry standards.
My achievements:

- Implemented Prometheus for server monitoring and alerting featuring over 70,000 nodes and 10 services, including server configuration, defining alert rules, and leveraging exporters (e.g., Blackbox exporter) for optimised data granularity and storage.
- Delivered and maintained new features, functionalities, and products for clients while following agile methodologies.
- Worked closely with clients, engineers, designers, and product managers to establish problem specifications and system designs.
- Designed scalable architectures and set up CI/CD pipelines integrated with cloud systems (AWS & GCP) and GitHub actions to hasten deployment to the staging and production environments.

Software Engineer (Frontend) | Fundis Co   October 2022 to June 2023

Fundis Co helps users to digitally find and manage exceptional artisans, managing the process from initial discussion to value delivery.
My achievements:

- Converted all Figma designs into pixel-perfect user interfaces with React, ensuring top-notch user experiences.
- Developed chat to facilitate seamless communication between artisans and citizens around Kenya.
- Integrated external payments platforms (mPesa & Cellulant), enabling customers to transact securely.
- Led a 4-member intern team in transitioning all frontend applications from JavaScript to TypeScript, implementing Redux to ease our application states.

Software Engineer | Indicina Technologies Ltd   January 2022 to June 2022

Indicina is building the lending infrastructure for Africa and allowing financial organizations to manage their lending process efficiently, even to the point of collection & recovery.
My achievements:

- Developed a web application using Next.js & Typescript that analyzes and provides customers' risk profiles and increases the speed of approving credit requests by 30%.
- Generated comprehensive technical documentation for over 50 new features, resulting in a 30% reduction in errors and improved developers' experience.

- Established a comprehensive testing regime for frontend applications, utilizing Jest & Cypress to increase efficiency by 35% and contribute to an improved customer experience.

Full Stack Developer | HOFT Developers   May 2020 to November 2021
HOFT Developers build state-of-the-art Xtended Realities experiences for multiple platforms.
My achievements:
- Designed and developed scalable server-side softwares and microservices using web development technologies.
- Designed and developed the Augmented Reality web applications. A web application accessible via web or AR devices that allows for mechanical machine visualization utilizing Node on the backend and Vuejs on the front end.
- Developed the web application for a major hospitality business in Nigeria (notably Marriot Hotel) augmented reality application, utilizing Vue, Threejs, GCP, and Nodejs to allow potential visitors to take a detailed tour of the hotel facilities.

OPEN SOURCE EXPERIENCES

Contributor | Chakra UI   December 2022 to Present
Chakra UI is a simple, modular and accessible component library that gives the building blocks needed for frontend applications.
My achievements:
- Authored comprehensive documentation for Chakra-vue UI, contributing to the project's success by providing detailed information and guidance on over 40 components.
- Led the development team, fixing issues and working on new components for the Vue ecosystem.
- **Recipient of Google Open Source Contributors award due to my participation in this project**

Contributor | Keep   May 2023 to Present
Keep is building an open-source alerts management and automation platform for any part of your observability stack.
My achievements:
- Delivered and maintained new features, and functionalities, improved existing user-facing features, improving user retention and product awareness.
- Researched, monitored, and wrote about the latest technology narratives and trends in observability and monitoring to drive more traffic to the Keep's blog and increase their industry relevance.

COMMUNITY AND LEADERSHIP EXPERIENCE

Technical Lead | GDSC University of Ilorin   May 2020 to November 2021
Google Developer Student Clubs are university-based community groups for students interested in Google developer technologies.
My achievements:
- Acted as a mentor to the club members, providing technical guidance and support.
- Co-hosted the biggest student tech conference featuring speakers from all over Africa and a record-high attendance for Google on-campus event in Africa.
- Hosted meetups & workshops, created content, and participated in industry events to promote and represent Google solutions.

Community Builder | HULT PRIZE Foundation University of Ilorin   June 2021 to July 2022
The Hult Prize challenges young people around the world to solve the planet's most pressing issues through social entrepreneurship.
My achievements:
- Working as the Community Builder, leading a direct team of 56 unique individuals and over 50,000 campus students indirectly.
- Working on hosting a regional event at my university. This brings over 200 campuses across West Africa to my campus.

Software Director | ICS Department, University of Ilorin   June 2021 to July 2022
I served as an executive member of the Department of Information and Communication Science governing council.
My achievements:
- Coached over 100 students who needed assistance in choosing their technology stack.
- Leveraged the alumni network to sponsor the learning phase completely.
- Worked with the association executives to create a pitch event with tech experts from Nigeria.
- Increased students' active participation in tech events by over 60% by creating all-inclusive tech events.
- Exceeded the yearly sponsorship for our TECH DAY by over 20%.

SPEAKING EXPERIENCE
- [Google IO 2023](#)   **|**   [GDSC Unilorin: Hacktoberfest 2023](#)   **|**   [AWS Cloud Symposia](#) **|** [Keynote at Google Build With AI](#)

EDUCATION AND QUALIFICATIONS

[University of Ilorin](#) | Information and Communication Science   October 2019 to October 2023
CPGA: 4.08
- Focused on System Analysis and Design, Human-Centered Design, Software Engineering, Telecommunications, Machine Learning, and Artificial Intelligence
- Research work in the field of Human Computer Interactions (https://scholar.google.com/citations?user=E2SoqQIAAAAJ&hl=en)
- Final year thesis was a baseline for the recipient of the **Nigerian Government National Research Funding.**