

# KEHINDE GIWA

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## EDUCATION/CERTIFICATIONS

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### University of Lagos

Lagos, Nigeria

Bachelor of Science, Computer Science

GPA: 4.31/5.0

**Relevant Courses:** Data Structures and Algorithms, Automata Theory, Operating Systems, System Design, Networking, Calculus, Mathematics.

## SKILLS

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**Programming Languages:** Python, JavaScript, Typescript, C#, Java.

**Tools:** PostgreSQL, MongoDB, Docker, Redis, Git, Firebase, SupaBase.

**Technical Skills:** Data Structures and Algorithms.

**Frontend:** React.js, Next.js, Tailwind CSS, Styled Components, Redux, React Hook Form.

**Backend:** Node.js, Express.js, Spring boot, Socket.io .

## EXPERIENCE

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### Frontend Engineer Intern

WILD FUSION DIGITAL, Nigeria.

OCTOBER 2025 – DECEMBER 2025

- Collaborated with a team of 5 developers to build CatalystAI, an AI-powered career advisory platform, contributing across authentication, onboarding, and AI-driven reporting features
- Engineered the authentication system using Next.js, Firebase Auth, and Google Sign-In, including custom AuthContext and UserDataContext for centralized session management
- Streamlined the onboarding workflow by converting a 5-step multi-page form into a single-page experience using React Hook Form, improving maintainability and developer efficiency
- Devised the Advanced Report feature, sending assessment results to the Gemini API with enforced schema to generate structured, personalized recommendations
- Integrated Paystack into the portal to manage tier upgrades, unlocking premium reports and AI advisory features based on user access levels

### Frontend Engineer

TEE'S IMPORT, Nigeria.

NOVEMBER 2024 – DECEMBER 2024

- Designed and implemented a shipping cost calculator to automate fee computation across **200+** product categories, eliminating manual overhead.
- Developed **automated pricing logic** factoring weight, category, route, and currency conversion, enabling real-time, accurate estimates for customers
- Delivered a responsive UI with Tailwind CSS, ensuring seamless access across mobile and desktop platforms.

### Frontend Engineer Intern

HNG, Nigeria.

AUGUST 2024 - NOVEMBER 2024

- Collaborated with a cross-functional team of **5+** developers and designers to build Timbu, a full-featured e-commerce app from a provided Figma UI, contributing feedback to enhance features.
- Orchestrated responsive product pages, authentication flow, and shopping cart logic using React, TypeScript, Tailwind CSS, and Supabase.

## PROJECTS

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### [Ludoly](#)

- Built a real-time multiplayer Ludo game supporting 2–4 players with WebSockets (Socket.io) and a server-side game state reducer, ensuring consistent state across all clients
- Implemented a rules engine handling complex piece movement logic including home stretch entry, capture mechanics, and bonus turn triggers on a double-six roll
- Managed per-room game state with Redis, enabling multiple concurrent game sessions with isolated state
- Designed a data-driven board rendering system using a shared coordinate function for both movement calculation and piece positioning
- Built a React frontend with a Socket.io context for real-time event handling, a GameStateProvider for shared state, and localStorage persistence for reconnection support

### [Streampot](#)

- Engineered a movie streaming app integrating the TMDB REST API, providing access to 1M+ movies with cast, trailers, and genre metadata
- Built the frontend with React, TypeScript, and Tailwind CSS, embedding third-party streams via iframe for in-app playback
- Architected the backend with Node.js, Express, TypeScript and MongoDB, implementing authentication, user watchlists, and search functionality

### Search Engine

- Implemented the document processing module for a collaborative C# search engine, building parsers for PDF, DOCX, XLSX, PPTX, XML, HTML, and plaintext formats
- Built a text normalization pipeline including tokenization, lowercasing, stopword removal, and stemming to prepare extracted text for indexing
- Fed normalized output into an inverted index enabling fast and accurate full-text search

### Unilag-Map

- Developed an interactive campus navigation tool using Dijkstra's algorithm for shortest pathfinding between campus locations
- Built a graph-based model of campus locations with interactive visual route rendering and a responsive UI