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Network & Systems Administrator | Web & App Developer

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👤 Summary

Computer Engineering undergraduate at the University of Lagos with a background in network engineering and systems administration, now expanding into web and app development. Comfortable managing Linux servers, configuring network infrastructure, and building full stack applications from backend APIs to Flutter mobile apps. Uses AI tools throughout the development process to move faster, from architecture decisions to debugging, without cutting corners on quality.

🧰 Experience

Hardware Intern, Nithub 09/2026 – Present | Lagos

- Working on embedded systems projects, from circuit design to prototyping
- Designing and laying out PCBs for hardware builds
- Building hands-on experience bridging hardware design with practical implementation

Web Developer, Freelance 04/2026 – Present | Remote

- Build and deploy websites and web applications for clients
- Maintain and update existing sites, handling bug fixes and feature additions
- Work across the full stack, from frontend interfaces to backend logic and hosting

Systems Administrator, Freelance 06/2025 – Present | Remote

- Manage and secure remote Linux servers (Debian, Arch), keeping hosted services and applications available
- Set up firewall rules and automated patch management to reduce security exposure
- Deploy containerized applications with Docker and configure Nginx as a reverse proxy for external access

Private STEM Tutor, Self Employed / Superprof 05/2024 – Present

- Teach C programming, Python, and advanced mathematics to students at different skill levels
- Build custom lesson plans and coding exercises that make topics like pointers and memory management easier to grasp
- Guide students to stronger academic performance in core engineering concepts

Network Engineer, University of Lagos (UNILAG) 03/2023 – 08/2024 | Akoka, Lagos

- Helped deploy and configure campus network infrastructure, including switches, routers, and wireless access points
- Monitored network traffic and latency to catch bottlenecks and keep departments connected
- Ran structured cabling and termination (Cat6 and fiber) to extend LAN coverage across campus

IT Support Engineer, University of Lagos (UNILAG) 03/2023 – 08/2024 | Akoka, Lagos

- Diagnosed and fixed hardware and software issues on faculty workstations
- Installed and configured operating systems on physical servers, mainly Linux
- Gave staff and students direct technical support and documented issues for future reference

Programming Instructor, University of Lagos (UNILAG)

- Teach Programming to first year Computer Engineering students, covering C fundamentals through to more advanced topics

- Grade student submissions and give feedback to help students build a solid foundation

Hackathon Team Lead, Claude Builder Club, UNILAG

- Lead a team building AI powered projects for hackathons within the club
- Built JAMB PastQ Intelligence, a project using the Claude API with tool calling and extended thinking

Education

B.Sc. Computer Engineering, University of Lagos (UNILAG)

2029 | Akoka, Lagos

- Current standing: 300 Level
- Relevant coursework: Data Structures and Algorithms, Digital Logic Design, Engineering Mathematics, Object Oriented Programming, Circuit Theory
- Active member, University of Lagos Engineering Society (ULES), Publicity team
- Member, SEES Operations Team
- Member, SEES Innovation Hub Operations Team

Skills

Network and Systems

TCP/IP, LAN/WAN infrastructure, routing and switching, network security (firewalls, UFW), structured cabling, Linux (Debian, Arch), Docker, Nginx reverse proxies, virtualization, system hardening

Programming and Tools

C, Python, Rust, Bash and shell scripting, SQL, Git, database management, technical troubleshooting

Web and App Development

JavaScript, Node.js, Express, Flutter, REST APIs, Supabase, SQLite, WordPress and WooCommerce customization

AI Augmented Development

Uses AI tools throughout the development process for architecture planning, debugging, and speeding up delivery on client and personal projects

Hardware and Embedded

Embedded systems design, PCB design and layout, circuit prototyping, hardware diagnostics

Projects

M-Academy (Monarch Academy)

Built an EdTech platform for UNILAG freshers with a learning management system, exam portal, attendance tracking, and mock exams

Codex

- Built a cross platform novel reading ecosystem with a Node.js and Express backend
- Working on a Flutter app and a source extension system to pull content from multiple sources

Fortress

- Built a self hosted Git alternative aimed at private companies who want to keep their code on their own infrastructure
- Node.js and Express backend with SQLite storage

Envoy

Built a VS Code extension that automates sideloads extensions from the Microsoft Marketplace

Decree (.dc)

- Designing and building a general purpose programming language with a native compiler written in Rust
- Handles language design, parsing, and compilation from the ground up

Parchment

- Built a communication, materials, and polls system for coursemates, going beyond a basic announcement app
- Flutter app with an Express and Supabase backend, role based access, and push notifications

- Handles matric number based registration, cohort tracking as students move through levels, and a scheduling system for classes and deadlines

Leadership & Interests

Speedcubing Community, Founder and Lead

- Founded and ran a community for speedcubing enthusiasts
- Organize discussions on solving methods (CFOP, Roux, ZZ) and coordinate group events

Interests

Networking, open source software, web novels