

OLADELE USMAN

Backend Engineer

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TECHNICAL SKILLS

Languages: Go

Backend: REST APIs, HTTP/HTTPS, TCP/IP, TLS/SSL

Databases: PostgreSQL, Redis

Tools: Docker, Git, Linux

EXPERIENCE

Backend Engineer (Personal Projects)

2023 - Present

- Built 8+ open-source projects in Go focusing on backend systems and distributed architecture
- Optimized HTTP server performance 44x (250 → 11,000 RPS) through buffer pooling and zero-allocation techniques
- Implemented distributed rate limiting library with 5 algorithms supporting Redis/PostgreSQL backends
- Built concurrent chat server handling 100+ simultaneous connections with real-time message broadcasting
- Designed REST APIs with PostgreSQL, Redis caching, and multi-server coordination patterns

FEATURED PROJECTS

Limitz - Rate Limiting Library

Go | Redis | PostgreSQL | GitHub: github.com/codetesla51/limitz

- Implemented 5 algorithms: Token Bucket, Fixed Window, Sliding Window Log/Counter, Leaky Bucket
- Built swappable storage backends: in-memory, Redis, PostgreSQL with automatic failover
- Used by TodoAPI for distributed rate limiting across multiple server instances

Raw-HTTP - HTTP Server from TCP Sockets

Go | TCP/IP | TLS | GitHub: github.com/codetesla51/raw-http | Demo: raw-http.codetesla517280-54ciyk8p.leapcell.dev | Article: dev.to/uthman_dev/building-an-http-server-from-tcp-sockets-250-4000-rps-2m93

- Optimized performance 44x (250 → 11,000 RPS) through buffer pooling (sync.Pool) and byte slice operations
- Implemented HTTP/1.1 parser, keep-alive connections, TLS/HTTPS with SSL handshake
- Used in production URL shortener: snip-raw-http.codetesla517280-jpuhwx76.leapcell.dev

TodoAPI - Full-Stack Todo Application

Go | PostgreSQL | Redis | Docker | GitHub: github.com/codetesla51/todoflow | Live Demo: todoflow-black.vercel.app

- Distributed rate limiting with Redis coordination (multi-server ready) using Limitz library
- Cache-aside pattern with pattern-based invalidation, Redis → PostgreSQL failover
- JWT authentication, CORS, graceful shutdown

GO-CHAT - Concurrent Chat Server

Go | TCP | TLS | AI | GitHub: github.com/codetesla51/go-chat-server

- Handles 100+ concurrent connections with goroutines/channels for real-time message broadcasting
- Rate limiting (5 msg/10s), IP limits (10/IP), TLS support, multiple lobbies, private messaging
- Gemini AI integration with per-lobby conversation context (~50MB baseline, ~10KB/client)

go-git - Git Implementation from Scratch

Go | Version Control | GitHub: github.com/codetesla51/go-git | Article: dev.to/uthman_dev/building-git-from-scratch-in-go-what-i-learned-about-version-control-internals-4dih

- Content-addressable storage with SHA-256 hashing and automatic deduplication
- Bottom-up tree traversal algorithm for directory structure, zlib compression (60-70% reduction)
- Three-tree architecture: working directory → staging area → repository with binary hash encoding

EDUCATION

B.Sc. Computer Science

University of Ilorin | In Progress