

Oladele Usman

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SUMMARY

Go backend engineer who builds from scratch to understand before abstracting — a scripting language, a distributed job queue, a version control system, and real-time change streaming from Postgres. Strong on reliability patterns and correctness under concurrency.

SKILLS

Languages: Go (concurrency, TCP networking, interpreter design, distributed systems primitives)

Backend: REST APIs, HTTP/1.1, TCP/IP, TLS/SSL, SSE, Webhooks, JWT, PostgreSQL, Redis, Docker, Git, Linux, Prometheus, Grafana

EXPERIENCE

Industrial Training

Apr 2026 – Jun 2026

University of Ilorin, COMIST (Website Unit)

Ilorin, Nigeria

- Maintained the university's official web presence using WordPress — updating content, managing pages, and ensuring accuracy across student-facing sections.
- Resolved student email access issues, coordinating with the IT team to restore accounts and fix authentication failures.

Go Backend Engineer

Mar 2026 – Mar 2026

Odelade Family Ledger (Ajo Portal) — Freelance Contract

Remote

- Full-stack: Go REST API backend deployed on Render, HTML/CSS/JS frontend on Vercel, serving 20+ active users. Two independent JWT auth systems (member + admin) via Seal ensure tokens cannot cross privilege boundaries.
- HTTP server and job worker run as separate deployable binaries — approvals process asynchronously via Kyu with automatic retries, and a daily goroutine detects overdue contributors and triggers in-app notifications.
- Double-entry ledger with SERIALIZABLE transactions and row-level locking on pool transfers eliminates race conditions. Ships with a full audit log, receipt storage, and CSV transaction export.

PROJECTS

Logos – Go, Pratt Parser, Tree-walking Interpreter

Scripting Language · Open source · 21 stars github.com/codetesla51/logos logos-lang.vercel.app

- Existing scripting languages felt either too heavy or too unreadable — Logos is the lightweight, batteries-included alternative that stays clean to write.
- Dynamically-typed and built from scratch: Pratt parser, tree-walking interpreter, closures, pipe operator, sandboxed VM, cross-platform binary compilation, and a Go embedding API.
- Now the scripting layer for two larger builds: logos2d, a declarative 2D game framework, and kyfram, a keyframe animation engine (github.com/codetesla51/logos2d, kyfram-site-68056d.gitlab.io).

Kyu – Go, PostgreSQL, Redis, Prometheus, Grafana

Background-Job System · Open source · 13 stars github.com/codetesla51/kyu kyu-job-queue.vercel.app

- Background work that must not get lost: retries, scheduling, and worker-crash recovery with zero silently dropped jobs.
- PostgreSQL is the source of truth, Redis only the priority index — jobs survive a full Redis wipe. Worker pool, scheduler, and stale reaper with exponential backoff and dead-letter management.
- 52ns/op with 0 allocations on registration; Prometheus metrics plus a Grafana dashboard. Powers the async approval pipeline of a live 20-user savings platform.

Barrage – Go, PostgreSQL, Redis, CLI

Load Testing · Open source · 110 stars github.com/codetesla51/barrage barrage-psi.vercel.app

- Under load, every layer blames the others — barrage fires HTTP, database, and Redis load on one clock and correlates latency across all three to name the real bottleneck.
- Weighted read/write mixes, linear rate ramping, and worker pools, with per-layer latency recorded into the same time buckets.
- Self-contained shareable HTML report plus JSON export; live demo linked. 110 stars and counting.

vex – Go, SHA-256, Bubble Tea

Version Control from Scratch · Open source github.com/codetesla51/go-git

- Git hides behind C and packfiles — vex reimplements the core from zero so every decision stays visible: content-addressed SHA-256 objects, a binary index, an LCS diff engine.
- A working VCS in ~1k lines of stdlib-only Go: init, add, commit, branch, checkout, status, log, and diff.
- Ships a Bubble Tea TUI with pager, plus install script and scripted demo; core packages carry zero UI dependencies.

Phylax – Go, PostgreSQL, WAL, SSE

Real-time Postgres Change Streaming · Open source · 14 stars github.com/codetesla51/phylax

- Polling the database for changes is wasteful — phylax streams committed row changes straight from the Postgres WAL instead.
- A five-line OnChange callback, webhooks, or a live SSE console for watching tables update in real time.
- Reconnect with backoff and resume across restarts; decode kept pace up to ~37k changes/s.

Kyfram – Go, ffmpeg, Logos

Keyframe Rendering Engine · Open source github.com/codetesla51/kyfram kyfram-site-68056d.gitlab.io

- Producing video from code normally needs a timeline editor — kyfram replaces it: declare states at times and Go renders to mp4/png via gg and ffmpeg.
- Logos is the scripting layer for scene logic; fixed-timestep output keeps playback speed independent of hardware.
- Live docs and demos at the linked site.

Nine-Fives – Go, JavaScript, Simulation

Systems-Design Tower Defense · Open source · 19 stars github.com/codetesla51/nine-fives
nine-fives.vercel.app

- A tower defense game about systems design, built sim-first: a headless Go engine with 23 components runs the game while the UI only renders it.
- A balance-gated test suite keeps gameplay fair, and AWS-measured pricing grounds in-game costs in real cloud numbers.
- Playable in the browser at the linked demo.

EDUCATION

University of Ilorin

B.Sc.(Ed.) Computer Science

2023 – 2027 (Expected)