MUJEEB MUHIDEEN

BACKEND & PLATFORM SOFTWARE ENGINEER

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PROFILE

- Backend & Platform Software Engineer with 5+ years of software development experience building and operating fintech, SaaS, integration infrastructure and developer tooling; served as primary engineer for a platform that processed ~2-5M transactions totaling ~NGN 5B.
- Designed production APIs, double-entry ledgers, webhook delivery, asynchronous workloads, data models and AWS infrastructure supporting 10K+ wallets/accounts/cards and nearly 20 B2B partners, with typical partner integrations reaching production in about one week.
- Built developer-focused infrastructure in Go, including PGStream, which migrated an 83-table / 8.54M-row database over the network in 10m 8s, alongside storage/webhook and workflow-orchestration systems.

AREAS OF EXPERTISE

- Core Competencies: Platform Engineering, Backend Systems, API & Integration Engineering, Async Workloads, Developer Tooling, Data Movement & Storage, Payment Infrastructure, Production Operations
- Programming Languages: Go, TypeScript, SQL, PHP
- Backend & Platform: Node.js, Hono, NestJS, Laravel, REST APIs, GraphQL, OAuth, Webhooks, SSE, Asynq, Background & Scheduled Jobs, Workflow Orchestration
- Data & Storage: PostgreSQL, MySQL, Redis, Supabase, S3-Compatible Storage
- AI Development Tools: OpenAI Codex, Claude Code, OpenCode, GitHub Copilot, Cursor
- AI Product Technologies: OpenAI API, AI SDK
- Cloud & Delivery: AWS (EC2, RDS, S3, SES), GCP, Vercel, Docker, GitHub Actions, CI/CD

PROFESSIONAL EXPERIENCE

Software Engineer **October 2024 - March 2026**
Tempo Labs (YC S23)

- Delivered 8/8 confidential B2B startup client products to production and served as main engineer on five engagements, owning backend/platform/full-stack scope from requirements and architecture through QA and deployment on typical 1-3 month delivery cycles.
- Built server-side AI and integration layers with TypeScript, Hono, OpenAI and the AI SDK, separating provider-specific logic behind consistent service interfaces while supporting SSE streaming, authentication, resumable file workflows and Supabase-backed persistence.
- Worked directly with eight client teams to design APIs, data flows and deployable service architectures, using Supabase Auth/Functions/Database/Storage and Vercel serverless/edge capabilities while adapting to established client stacks when required.

Lead Software Engineer **June 2022 - October 2024**
Swerv Ltd

- Owned Swerv's backend and platform engineering end to end as the primary engineer: system architecture, database design, Go/NestJS services, public APIs, AWS infrastructure, GitHub Actions CI/CD and production incident response.
- Architected payment and double-entry ledger systems that processed ~2-5M cumulative transactions totaling ~NGN 5B and supported 10K+ wallets/accounts/cards, including reconciliation and internal KYC/AML review workflows.
- Designed APIs used by nearly 20 SMB/startup/fintech partners, typically supporting integrations to production in about one week; built signed webhooks with retries, idempotency, dead-letter handling, logs/replay, plus Asynq/Redis background and scheduled workloads.

Mobile Engineer (Flutter), Contract **December 2021 - October 2023**
Timart Business Solutions Ltd

- Rebuilt major areas of a production Flutter business-management app covering dashboard, sales, inventory and receipts while integrating GraphQL authentication, data APIs and local persistence.
- Strengthened offline-first GraphQL synchronization with WebSocket updates and queued writes, allowing stores with thousands of records to continue operating through unreliable connectivity and synchronize when online.
- Diagnosed production failures with Firebase Crashlytics and direct customer observation, including onsite reproduction at a merchant shop; shipped minor fixes roughly weekly and larger UI/feature updates about monthly through TestFlight.

Frontend Engineer, Contract **January 2022 - March 2022**
FoodNow Chain

- Built production frontend flows for a restaurant marketplace using Next.js and Tailwind CSS, integrating backend APIs across authentication, customer ordering, cart, checkout and restaurant-dashboard experiences.
- Implemented polling-based order tracking, Google Maps functionality, reusable components and mobile-responsive layouts across the ordering journey.
- Worked directly with the designer and CEO to translate product requirements into shipped interfaces, refine checkout and responsiveness, and bring complex map and ordering interactions into production.

WordPress Developer Intern **July 2020 - September 2021**
JDLab

- Supported delivery and maintenance of client WordPress sites, contributing small UI, content and integration changes under the engineering team's guidance.
- Worked directly with clients to capture site issues and requirements, reproduce problems and translate them into actionable fixes for the development team.
- Supported routine testing, bug fixes and site updates while building early experience in client-facing software delivery and production support.

SELECTED OPEN SOURCE

PGStream | Go, MySQL, PostgreSQL | GitHub
Built a resumable MySQL-to-PostgreSQL migration CLI with bounded-memory COPY, keyset checkpoints and schema conversion; documented an 83-table / 8.54M-row network migration in 10m 8s and reduced a ~1.6M-row benchmark from 90.9s to 49.4s.

S3ase | Go, Chi, PostgreSQL, Redis, Asynq, S3 | GitHub
Built a file-management backend with S3-compatible storage, resumable uploads, scoped API keys, signed webhook delivery with retries, background processing and usage tracking.

Dagryn | Go, Task DAGs, Deterministic Caching | GitHub
Built a self-hosted workflow orchestrator with a Go execution engine, explicit task DAGs, deterministic caching and parallel execution for repeatable local and CI workflows.

EDUCATION

Federal University of Technology, Minna **2025**
B.Tech, Computer Science - Second Class Upper Honours