

IBRAHIM OLAWUYI

Email: contactus@hybeefolio.app

SUMMARY

Software Engineer with experience building full-stack applications and systems software. Skilled in C++, JavaScript, React, Node.js, PostgreSQL and designing reliable, scalable software solutions.

TECHNICAL SKILLS

- **Frontend:** React, Vite, Tailwind CSS, HTML5, CSS3, JavaScript (ES6+), Zustand
- **Backend:** Node.js, Express.js, REST API Design, Authentication (JWT, Cookies), Third-party API Integration
- **Cloud & DevOps:** AWS, Docker, Vercel, Railway, Supabase, GitHub Actions (CI/CD), Nginx
- **Databases:** PostgreSQL, SQLite, Firebase (Firestore & Realtime Database), SQL Design & Optimization Database Design & Normalization
- **Developer Tools:** Git, GitHub, Postman, CMake, npm, Cloudinary, Resend
- **Languages:** JavaScript, C/C++, Python, SQL, Typescript

PROJECTS

House Quiz | Side Project

- Built a Kahoot-style quiz application using React, Vite, Node.js, Express and the Google Gemini API, featuring AI-generated questions, timed gameplay, score tracking, and a live leaderboard.

ConnectUs | Personal Project(in progress)

- Built a meeting and collaboration platform using React (with state management system such as Zustand), Node.js, Typescript, PostgreSQL, Supabase and Daily.co, allowing users to schedule meetings, join video calls, exchange messages and manage appointments.

ESIS Platform | School Website

- Built a full-stack school management system using React, Node.js, Express and PostgreSQL, featuring role-based dashboards, student management, class management, examinations, report cards, attendance and authentication.

FTP Server | C++ 20

- Developed a fault-tolerant FTP server in C++ using Boost.Asio, OpenSSL, and multithreading, supporting encrypted file transfers and resumable uploads/downloads after network interruptions.

Custom HTTP Server | C++

- Developed an HTTP server from scratch in C++, implementing socket programming, HTTP request parsing, routing, static file serving, and concurrent client connections.

High-Performance Log Processing Engine | C++

- Built a log processing engine in C++ that parses large log files, detects error spikes using a sliding-window algorithm, and generates performance summaries.

EDUCATION

B.Sc. Electrical and Electronic Engineering — First Class Honours

Feb. 2021 – Feb. 2026

(University of Ibadan, Nigeria)

PORTFOLIO

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