

Joseph Ogiku

Lagos, Nigeria · github.com/joseph0017 · linkedin.com/in/joseph-ogiku

SUMMARY

Full-stack engineer who designs and ships production software end to end — from Figma through to deployment. Works across SaaS products, AI-powered systems, and mobile applications, and has owned engineering decisions at the CTO level. Built LLM-powered products using LangChain and LangGraph, including a WhatsApp booking bot with a persistent memory architecture. Delivered a production AI system for the ILO (International Labour Organization).

EXPERIENCE

CTO / Senior Software Engineer

Muze Studios · Remote · South Africa · Oct 2024 – May 2026

- Served as lead engineer and designer across 7+ products, owning architecture, technical decisions, code reviews, and production deployments while collaborating with a growing team of developers.
- Led end-to-end development of Beqy, an accounting software MVP, from initial wireframes through to full-stack implementation and production deployment.
- Built Savings Club, a Flutter mobile app where users save money through game-based mechanics — product has an active and growing user base.
- Took Zoway from concept to production — a chauffeur and ride-ordering platform currently in active use by the business and their team.
- Built the frontend for an AI-powered proposal generation system for the ILO (International Labour Organization), automating document workflows and saving the organisation significant manual hours; collaborated with a backend engineer on the automation pipeline.
- Designed and developed an intern and employer job board platform using the MERN stack, enabling employers to post listings and interns to apply.
- Managed cloud deployments across all products using Vercel and Render, with Firebase and Supabase powering backend services on select projects.
- Oversaw additional client projects as technical lead, managing delivery from design through to deployment.

Software Engineer

Swiftbooked · Remote · South Africa · Mar 2024 – Sep 2024

- Designed and developed a full-featured salon booking platform from scratch using the MERN stack, including custom time-blocking logic that eliminated scheduling conflicts; platform currently has 70+ active users.
- Engineered an AI-powered WhatsApp booking bot with a dual-memory architecture: PostgreSQL for long-term user preference persistence and LangChain/LangGraph checkpoints for short-term conversational context, enabling personalised booking interactions.
- Built a virtual try-on feature where users upload a photo and the AI overlays a new hairstyle without altering skin or facial features.
- Containerised the bot service using Docker and wrote Makefiles for development and deployment workflows.
- Integrated Stripe and third-party payment APIs for secure transaction processing.

- Designed the full platform UI/UX in Figma.

PROJECTS

Education Platform

Jan – Mar 2024

- Designed and developed a web-based education platform for a school client using React and a Python backend, managing the full cycle from wireframes to delivery.

Client Website

Nov 2023

- Designed and developed a website for a small business client, handling brand identity, visual design, and full-stack implementation.

SKILLS

Languages: JavaScript (ES6+), TypeScript, Python, Dart, SQL, Bash/Shell, C

Frontend: React, Next.js, Tailwind CSS, Sass/SCSS, HTML5, GSAP

Backend: Node.js, Django, Flask, REST APIs, PostgreSQL, MySQL, MongoDB, Firebase, Supabase

AI & LLM: LangChain, LangGraph, OpenAI API, conversational memory architecture

Mobile: Flutter (Dart)

Cloud & DevOps: Docker, Makefiles, Vercel, Render, Firebase, Supabase, GitHub Actions, Linux, nginx, SSH

Design: Figma, Framer, UI/UX design, brand identity

Tools: Git, GitHub, VS Code, Emacs, Vim

EDUCATION

Software Engineering

Holberton School / ALX · Jun 2022 – Sep 2023

- Completed an intensive, project-based programme covering systems programming in C, Python, SQL, Linux, algorithms, data structures, and networking.
- Built and deployed REST APIs, wrote shell scripts, and worked extensively on the Linux command line — file systems, processes, permissions, and scripting.
- Studied networking concepts including HTTP, TCP/IP, DNS, and server configuration.
- Wrote technical articles as part of a technical writing component, communicating complex engineering concepts in written form.
- Collaborated with software engineers across Africa on GitHub throughout the programme, working in a peer-review and peer-learning environment.
- Developed strong command-line fluency working in Linux environments with Emacs and Vim.

B.Sc. Architecture

University of Benin · Edo State, Nigeria · Mar 2021

- Background in structured systems thinking, spatial reasoning, and design — directly applicable to software architecture and product UI/UX.

CERTIFICATIONS

Software Engineering Certificate

Holberton School / ALX · 2023