

Samuel Abiodun

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Software / AI Engineer

SUMMARY

Software and AI engineer who ships end to end: durable, event-driven **LLM pipelines**, the **REST APIs** and **payment systems** behind them, **GPU / computer-vision workers**, and the cloud **infrastructure** and **CI/CD** that keep it all running. Helped take an AI video-generation platform from prototype to public launch across Python, C#, and TypeScript.

SKILLS

Languages: Python, C# / .NET, TypeScript, SQL, Bash, C++, C

Observability & DevOps: Grafana, Loki, Tempo, Mimir, OpenTelemetry, Grafana MCP server (AI-queryable telemetry), cost and latency tracking, Lambda provisioned concurrency

Backend & AI: FastAPI, Pydantic, REST API design, Inngest (durable / event-driven workflows), LLM & generative-AI pipelines, machine learning, computer vision (OpenCV, NumPy), promptfoo (LLM evals)

Cloud & DevOps: AWS (Lambda, S3, API Gateway, EventBridge, VPC, IAM), Terraform, Docker, RunPod (serverless GPU), GitHub Actions (CI/CD), blue-green deployments, Git

Databases & Payments: PostgreSQL, Cloudflare KV; Stripe and on-chain crypto (Solana) payments

Game Development: Unity (C#, WebGL, VR/AR, XR Toolkit, MRTK3, Photon)

EXPERIENCE

Sandwatch (Remote)

FEB 2025 – PRESENT

Software / AI Engineer

- Helped take an **AI video-generation platform** from prototype to **public launch**, working across the full stack, Python APIs, a C# generation engine, cloud infrastructure, bots, and GPU workers.
- Built a **durable, event-driven AI generation pipeline** (Inngest step functions) with machine-learning and generative-AI components and an automated framework for evaluating model outputs.
- Architected and owned the platform's **backend**, a Python / AWS Lambda REST API and PostgreSQL data layer, plus a **billing / credit system** with card and crypto checkout and reconciled, dispute-free billing.
- Built **two serverless GPU workers** for audio and video processing (numerical computing and computer vision), and owned **CI/CD** with zero-downtime blue-green deployments.
- Managed AWS infrastructure with **Terraform** across isolated prod/dev environments; built a **TypeScript** Discord/Telegram bot with agent-selection commands and S3 presigned-URL video delivery.
- Given **architectural ownership** of the conversational content agent that turns a chat into finished video: added reusable elements with stable references, end-to-end **file attachments**, agent-selected voices from a catalogue, in-chat generation and storyboard cards, and self-correction when an apply step fails.
- Built **subscription lifecycle** across card and crypto rails (renew and cancel flows, period-date storage, tax-inclusive amounts, yearly renewals) and **stackable seat entitlements** with a premium-seat credit discount, feeding a tier and cap entitlement model.
- Stood up a self-hosted **observability stack** (Grafana, Loki, Tempo, OpenTelemetry) with S3-backed retention, and a Grafana **MCP server** making telemetry queryable by AI agents.

Sacher Solutions (Remote)

JUL 2024 – PRESENT

Unity / .NET Developer

- Built **mobile / WebGL** applications in **C# / .NET** with REST API integration; optimized runtime performance and memory through profiling and efficient data structures.

Freelance & BimiBoo Kids

2022 – 2024

Unity / .NET Developer

- Built **VR/AR**, multiplayer, and mobile applications in **C# / Unity** (XR Toolkit, Photon), including an A*-pathfinding agent simulation and six published mobile games.

SELECTED PROJECT

loop, AI Voice Interviewer for DSA Practice

loop.samabiodun.tech

- Built a browser app for **voice-first, speech-to-speech mock interviews** with an AI interviewer (**OpenAI Realtime API** over WebRTC), a five-phase agent (clarify → approach → code → test → analyze) that probes reasoning, gives hints, and reads and writes the candidate's live **Monaco** code editor through tool calls. Built with **Next.js / React / TypeScript**, a NeetCode-150 problem bank, an in-browser code runner, and model/cost controls.

EDUCATION

University of Lagos, B.Sc. Civil & Environmental Engineering
Second Class Honours (Upper Division), CGPA 4.33 / 5.00

OCT 2019 – SEP 2025