

Key Skills

Product & Research: Product Strategy & Road mapping, Discovery & Prioritisation, User Research (interviews, surveys, usability testing), Insight Synthesis & Requirements, Agile Delivery, Metrics & A/B Testing, Stakeholder Management, Cross-functional Collaboration, Creative Problem-Solving

Technical, Languages & Tools: AI/ML & Recommender Systems, Data Analysis, UX/UI & AR Design, Software Engineering, Python 3, SQL, HTML/CSS, Jira, Trello, Notion, Figma, Canva, Claude Code, Gemini AI, Codex, Excel, Microsoft Office, Google Workspace, GitHub, Lens Studio.

Experience

- AR Designer & Product Management Intern (Snap Lens Lab 2026), Snap Inc.**

July 2026 – August 2026

 - I Led a 3-person team from first sketch to a live AR lens in 3 weeks: a shared virtual bedroom where friends listen to music together. I owned scope, delivery and success metrics, learned Blender from scratch to build 4 in-lens 3D assets, and the lens reached 8,000+ users in 4 days.
- Product Manager, Ariro Inc.**

February 2024 – May 2025

 - I created a consumer Afrogospel music streaming app from concept to launch, designing all 13 screens, leading go-to-market to 500+ users, and expanding it into event reminders, blogs and merch while aligning engineering, branding and web teams across a 15-person company.
- Associate Digital Solutions Intern, Aberdeen Commercial.**

August 2023 – April 2025

 - I built and launched the company website end-to-end and supported 6 delivery cycles across 5 client-facing projects by documenting 40+ requirements and handling solution design and testing.
 - I worked with 4 cross-functional teams to deliver digital solutions that improved workflow efficiency by 30% and cut project rework by 25% and evaluated 12 tools and platforms to improve operations and user experience.
 - I organised product analytics in Excel for reporting, presented technical findings to 15 stakeholders across 3 departments, and produced 10+ conference brochures for events in 4 countries to brand guidelines.
- UI/UX Design Intern, Centrifuge Groups.**

May 2022 – December 2022

 - I Led user research with 100+ parents, teachers, and board members across 2 schools, uncovering communication gaps that turned into requirements for a digital portal replacing paper communication books and printed letters.
 - I drove adoption at launch by designing and delivering a week of hands-on training for the three stakeholders of the system.

Education

- MSc Artificial Intelligence, Distinction.**

September 2025 – September 2026

Northumbria University, Newcastle Upon Tyne.

 - Dissertation (Grade: Distinction): Investigated how people accept automated music recommendations, testing the effect of recommendation certainty and justification type on user trust. Ran a 2×2 between-subjects experiment using 60 tracks across 14 genres, with data gathered through online questionnaires and analysed using linear mixed-effects models, simulation-based power analysis and adapted trust and willingness scales.
- BSc. Software Engineering, Second Class Upper Division.**

August 2019 – May 2023

American University of Nigeria, Yola.

 - Final Year Project (Grade: B+ (89)): Led the design of an elderly care management system for a residential care home, giving caregivers, doctors and families one platform to track medicines, daily care and staff rotas, replacing paper-based records. Rebuilt it in 2026 as a live, full-stack app (React, Node.js, Express, MongoDB) with role-based logins, care analytics and 100 automated tests. **Live demo:** <https://ecms-omega.vercel.app>

Projects

- MOV.IE REC (Python3, FastAPI), [Link](#)**

Built and deployed a live movie recommender combining TF-IDF content matching with collaborative filtering across 20+ genres, 5 languages and 22+ regional markets, cutting the similarity index size by 97% (1.2 GB to 30 MB) to run on Render.
- Cuepoint (Python3), [Link](#)**

Built and published an open-source DJ tool that reads a rekordbox library and recommends the next track and exact mix-in point, scoring transitions on 7 weighted components; reached 1,700+ downloads on PyPI.
- Discovery Gap (Python3, SQL, MySQL), [Link](#), [Github](#)**

Analysed 1.44M plays from 10 listeners’ Spotify histories against Last.fm data to test whether discovery works worse for smaller artists, finding a 19% vs 12% replay gap and proposing a “Second Listen” feature in a product write-up.

Volunteer Work

- Team Lead (Volunteer), Snap Teen Summit, Snap Inc.**

October 2026

 - I led a squad of 16–18 year olds alongside a fellow Snap alumnus at a 1-day summit, supervising 150+ students from 10 schools and keeping them organised throughout the event.

Hobbies & Interests

Djing, Event Production, Music Discovery and Streaming Culture, Artificial Intelligence, Basketball, Writing, Video Games