Ayobami Bamigboye

Machine Learning Engineer

510-277-7323 ayobami_bamigboye@berkeley.edu github.com/dark-enstein
linkedin.com/in/Ayobami-Bamigboye

Education

University of California, Berkeley
M.Eng., Materials Science & Engineering (Computation Track) — *Fall 2025 – Spring 2026*

University of Lagos, Nigeria
BSc Biochemistry — *Fall 2016 – Spring 2020*

Skills

- **Syntax and Back End Platforms:** Go, Rust, Python, PostgreSQL, JavaScript, Kubernetes, Node.js, Bash, Git, Jenkins, AWS, GCP, CI/CD Tooling.
- **Machine Learning and AI:** Deep Learning, Computer Vision, Classical Machine Learning, Distributed Systems, API Design and Development, Data Structures and Algorithms.
- **Certifications:** Certified Kubernetes Architect (CKA), Machine Learning Operations Specialization.

Projects

Kang Research Group — Berkeley, CA
Software Engineer, Machine Learning — *August 2025 – Present*

- Architected and shipped an end-to-end DIC strain-map de-noising pipeline (artifact detection, Sobel/Canny edge localization, interpolation correction), delivering $> 70\%$ reduction in periodic artifact noise while preserving true strain distributions for downstream modeling.
- Designed a modular, pluggable data-processing framework spanning Google Drive/Sheets and local files to standardize ML dataset prep and augmentation, with built-in and extensible operators (augmentation, compression, analysis) to support evolving workflows.

Personal project – Somo — Berkeley, CA
Machine Learning Engineer — *November 2025 – Present*

- Developed a real-time VR interaction system using MediaPipe-based hand tracking, enabling controller-free interaction with $< 50ms$ latency. (GitHub)
- Built a gesture recognition pipeline using scikit-learn with 31 engineered features, achieving robust classification of 5 core gestures (open hand, fist, pinch, point, thumbs-up).

Work Experience

2K Games — Porto, Portugal
Senior Software Infrastructure Engineer — *December 2022 – August 2025*

- Orchestrated cross-team infrastructure scaling efforts that increased concurrent player capacity by 4×, from 250K to over 1M+. Addressed Redis bottlenecks by introducing distributed locking sidecars, re-architected orchestration services into isolated clusters, and implemented heuristic-based load balancing. These upgrades improved system throughput, reduced latency by 40%, and unlocked cross-region failover and disaster recovery capabilities.
- Led the design and implementation of custom Terraform providers in Golang, enabling 80% of internal infrastructure to be provisioned and managed via Terraform. Built core libraries to standardize deployments across 10+ engineering teams, reducing manual configuration errors and cutting onboarding time for new services by 50%, while increasing deployment confidence across environments and pipelines.
- Mentored and onboarded junior and mid-level engineers across infrastructure and backend teams, leading weekly sessions on infrastructure bottlenecks and system design best practices. Developed a comprehensive infrastructure map detailing component interactions across environments, which reduced ramp-up time by 60%.

Dot Financial Technologies — North Holland, Netherlands
Software Engineer — *February 2022 – December 2022*

- Led a 3-person engineering team to identify and implement critical infrastructure changes for PCI-DSS and PCI-SLC compliance across a digital banking platform. Used Terraform, AWS IAM, Vault, and CIS benchmarks to enforce least-privilege access, secure data flows, and automate compliance checks. Completed in under 90 days, enabling certification ahead of schedule and opening digital bank to new markets.
- Deployed observability stack using ELK, Prometheus, Grafana, and AWS CloudWatch alarms, improving monitoring coverage for critical services.