Kingsley Solomon

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Summary

Software engineer and team lead with nine years building SaaS products for North American companies. I've worked deep in payments infrastructure on Ruby on Rails as part of the team behind RGPay: checkout, Stripe and Plaid integrations, ledger, reconciliation, webhooks, and fraud handling. I designed an orchestration system that now runs across 3,000+ properties, co-built shared component libraries at two companies, and led the move of a seven-year-old Webpack React codebase to Next.js. Comfortable in a player/coach role, leading a team while shipping alongside it. Based in Burnaby, BC and authorized to work in Canada.

Experience

Opiniion Inc. (formerly Rentgrata) Jul. 2025 – Present
Senior Software Engineer & Team Lead *Lehi, UT (Remote)*

- Lead a team of up to four engineers across the rewards, payments, and AI product areas. Run sprint planning, review all the code that ships, make the architecture calls, and coach the engineers on my team.
- Designed and launched a resident-outreach orchestration system that now runs across 3,000+ properties, replacing the old Rentgrata widget with a new experience for prospects and residents. Built it in about three months: database schema, selection and escalation logic, failure recovery, and email integration.
- Took AI Visibility, our AI-powered brand-visibility analytics product, from a fragile beta to a production launch in eight weeks. It now serves 100+ customer locations at 99.99% uptime.
- Ran the security pass on it that found and closed IDOR across eight routes of our multi-tenant API. Replaced wall-clock scan timeouts with stall detection after concurrency exposed them, fixed a cron racing live scans, removed a double-write that was doubling storage, and set up scan de-duplication and data retention.
- Turned an open question about AI costs into a costing framework: mapped LLM spend down to per-model share, separated the savings we could take immediately from those needing eval infrastructure first, and scoped out what to leave alone. Also ran early research on passwordless sign-up and OTP auto-fill that shaped the auth improvements shipped in April 2026.

Rentgrata Inc. Feb. 2023 – Jul. 2025
Senior Software Engineer *Miami, FL (Remote)*

- Part of the team that built RGPay, the company's payment system, on Ruby on Rails, contributing across checkout, Stripe and Plaid integrations, the ledger and reconciliation, webhooks, and fraud handling. Claimed rewards doubled from $100K to over $200K within five months.
- Co-built ARI, an insight engine that uses LLM agents to turn renter feedback into sentiment analysis that property managers at multifamily properties act on.
- Helped create a shared component library with Storybook and Figma so our products looked and behaved consistently. Also improved the CI/CD pipelines and set up error monitoring with Bugsnag.
- Designed an ETL pipeline that brought the platform's data processing into one place, and rebuilt key interfaces during a stretch when active users grew 50% and revenue 25%.

Andela Mar. 2017 – Dec. 2022
Software Engineer *Lagos, Nigeria*

Employed by Andela, a global engineering talent company that places engineers on long-term engagements with client companies. I completed two multi-year client engagements and contributed to internal products, training, and mentorship along the way.

Client Engagement: The Zebra (Insurance Zebra) Sep. 2019 – Dec. 2022 | Austin, TX (Remote)

- Migrated a seven-year-old Webpack React codebase to Next.js, modernizing the build system and frontend architecture of the insurance comparison marketplace.
- Co-built a shared component library with Storybook, InVision, and Figma, and monitored production health with Datadog.
- Started regular architecture-focused code reviews that improved maintainability by 30% and cut deployment issues by 20%.
- Integrated customer feedback surveys and shipped user-facing features across the marketplace.

Client Engagement: LawTrades Apr. 2018 – Mar. 2019 | New York, NY (Remote)

- Built core parts of a legal-services marketplace, including the user interface, database design, and third-party API integrations. Introduced QA and testing practices the team kept using after the engagement ended.

Internal Projects, Training & Mentorship Mar. 2017 – Dec. 2022 | Lagos, Nigeria

- Led a six-person team that delivered an online publishing platform on time and on budget. Set up error monitoring with Sentry.
- Volunteered as a Bootcamp Facilitator: ran hands-on coding workshops and simulated team sprints for aspiring engineers, gave daily code feedback, tracked learning velocity, and assessed candidates against Andela's technical hiring bar.
- Mentored junior developers through Andela's structured mentorship program.

Education

University of the People Jun. 2020 – Jun. 2024
Associate Degree in Computer Science (part-time, online) *Pasadena, CA, USA*

Technical Skills

Languages: JavaScript, TypeScript, Ruby, Python, PHP, Java, SQL

Frameworks & libraries: Ruby on Rails, React, Redux, Next.js, Node.js, NestJS, FastAPI, GraphQL, Angular, Laravel, Tailwind CSS

Platform & build: Webpack, Storybook, shared component libraries / design systems, CI/CD, GitHub Actions, Docker, Nginx

Cloud & observability: AWS (EC2, Lambda, S3, CodePipeline, Route 53), Google Cloud, Datadog, Sentry, Bugsnag

Data & tooling: PostgreSQL, MySQL, Supabase, Firebase, ETL pipelines, LLM agents, Stripe, Plaid, Jest, Mocha/Chai, Jira, Git, Figma

Community & Volunteering

- **Teencode Africa, Mentor (volunteer):** coach high school computer studies teachers and teenagers, translating modern coding curricula and real industry practice into lessons that work in the classroom.

Certifications & Training

- CS50: Intensive Introduction to Computer Science, Harvard Extension School (edX)
- Mobile Web Specialist, Google Africa Developer Scholarship
- HTML, CSS, and JavaScript for Web Developers, Johns Hopkins University (Coursera)