Patrick Offei Danso

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SUMMARY

Software Engineer with 5 years of professional experience in building scalable distributed systems and APIs. Expert in full-stack development, Payment integrations, AI integrations, and agile methodologies. Passionate about developing innovative software solutions that solve real-world problems and eager to contribute to a dynamic, collaborative team.

WORK EXPERIENCE

TopXperience Software Engineer, Smyrna, United States (Remote)   Nov 2024 – Present
- Designed a unified **payment system** in React, Flutter and Node.js. Consolidated split payments, tax automation, and refunds, driving a **50% revenue increase** and reducing payment disputes by **35%**.
- Integrated **Stripe** for real-time payment processing, implementing secure charge calculations with **99.9% payout accuracy**, earning praise from event organizers for reliability.
- Enhanced user engagement by syncing venue menus, tabs, and order management, cutting checkout times by **40%** and boosting ticket sales by **20%**.
- Built the web experience and reporting dashboard using Next.js, empowering organizers and admins with real-time insights into sales, payouts, and attendee behavior.

My Creativity Box, Software Engineer, Auckland, New Zealand (Remote)   Jan 2023 – Feb 2025
- Architected and deployed an AI-powered marketing campaign engine serving **50,000+ customers**, increasing engagement by **30%** and reducing campaign execution time by **31%** through automated personalization algorithms leveraging GCP and React.js.
- Worked closely with cross-functional teams to revamp a digital fundraising platform supporting **100+** U.S. sports teams, generating **$150,000+ in revenue**, with Next.js, Firebase, and Stripe, ensuring secure payments, automated card generation, and seamless team management.
- Created an AI-powered travel assistant chatbot that **90%+ users** were satisfied with by implementing automated visa information, visa application assistant and personalized country recommendations using Next.js, OpenAI's API, Python(Flask), Node.js, and TypeScript.
- Reduced deployment time by **45%** by implementing automated CI/CD pipelines with Github Actions and containerized microservices architecture using Docker and Kubernetes.

Wi-flix, Full-stack Developer, Hoofddorp, Netherlands (Remote)   Jan 2022 – Jan 2023
- Increased user retention by **14%** through redesign of user onboarding flow, implementing A/B testing with PostHog and improving personalized content recommendation algorithms with Python and Tensorflow.
- Boosted streaming performance by **12%** in low-bandwidth regions by optimizing the Cloudflare CDN and implementing adaptive bitrate streaming.
- Increased payment success rates by **15%** through implementation of fault-tolerant transaction processing.

Bismuth Technologies, Software Developer, Kumasi, Ghana (Remote)   Apr 2021 – Dec 2021
- Led the development of a professional networking platform for minorities achieving **5,000+ sign ups** within the first three months. Primarily focusing on the backend with Express.js, PostgreSQL, MongoDB, Socket.io and Redis.
- Engineered a donation platform with Flutter processing **4,000+ successful donations**, reinforcing community bonds and promoting altruism.

EDUCATION

University of Cape Coast, Cape Coast, Ghana   Jan 2021 - Aug 2024
BSc. Computer Science
- GPA: **3.6/4.0**.
- Relevant coursework: Software Engineering, Intro to Artificial Intelligence, Data Structures and Algorithms, Embedded Systems, Network Computing, Operating Systems, System Administration, Cryptography and Network Security.
- Contributed to multiple developer communities, developing teamwork and leadership skills.
- Researched, built and deployed an IoT-based locker/last-mile delivery system for my final year project, reducing package theft and losses by **99%** for **1,000+ university students** through biometric authentication and real-time monitoring. The system also allows lecturers to reserve lockers for assignment submission thereby tracking student submissions in realtime and automatically sending timely reminders to students.

SKILLS

Programming Languages: TypeScript, JavaScript, Python, Dart, Java, C#, HTML/CSS.

Framework & Technologies: React.js, Node.js, REST, GraphQL, Next.js, Flutter, React Native, Flask, JavaFX, Unity

Databases: PostgreSQL, MongoDB, Redis, MySQL.

Cloud, Devops & Infrastructure: AWS, GCP, Docker, Kubernetes, Digital Ocean, Firebase, Supabase, Github Actions, Jest, Cypres.

Technical Skills: AI integration, Code review, Unit testing, Product-minded, Writing maintainable code, Functional & Object Oriented programming.

Soft Skills: Problem-solving, Time management, Organization, Critical Thinking, Collaboration, Adaptability, Conflict Resolution, Leadership and Teamwork, Fast Learner, Emotional Intelligence.

LEADERSHIP AND EXTRACURRICULARS

Talent Screening and Placement Program, Organizer / Program Lead   Dec 2025
- Designed and led an end-to-end talent screening program that **placed 4 engineers into full-time remote roles**, covering technical assessments, live coding, portfolio reviews, and behavioral interviews.
- Reduced hiring risk for partner companies by pre-validating candidates against real-world engineering standards, resulting in **100% offer acceptance and zero post-placement dropouts**.
- Mentored participants on system design thinking, communication, and remote-work readiness, significantly improving interview performance and confidence.

Google Developer Student Club - University of Cape Coast, Lead   Jan 2022 – Jul 2024
- Grew membership by **20%** through advocating and organization of **40+ technical workshops and mentorship programs**.
- Established partnerships with 5 local tech companies, creating internship opportunities for **15+** students.

PyClubs - University of Cape Coast, Co-Lead   Jun 2023 – Jul 2024
- Doubled Python programming community engagement by orchestrating **20+ hands-on workshops** and coding competitions.
- Launched monthly project showcase initiative, resulting in **15+** student projects deployed to production.

PROJECTS

MySapienta
- Built an **AI-enabled school workspace powering 10+ schools**, supporting **5,000+ students, staff and parents** across academics, administration, and reporting.
- Translated **real institutional needs** into product features, including academic record management, scheduling, communication workflows, and performance tracking, using AI and automation to **cut administrative workload by ~40%**.
- Led product strategy and full-stack engineering, delivering a modular, extensible architecture that supports rapid iteration and future feature expansion.
- Designed the platform for **scalable deployment with low operational overhead**, enabling adoption by schools with **varying technical capacity and resource constraints**.

Campus Online
- Built scalable social platform handling **5,000+ daily active users** with Next.js, WebSockets, Express.js, and MongoDB.
- Reduced event coordination time by **70%** through automated scheduling and notification system
- Integrated a marketplace enabling student entrepreneurs to reach **5,000+** potential customers, increasing average student business revenue.
- Integrated a polling system gathering **1,000+ responses per poll**, providing actionable insights for student leadership decisions and campus initiatives with a **70%** participation rate.

Earl
- Launched a Flutter mobile app serving **5,200+ students**, reducing course scheduling conflicts by **60%**, boosting productivity, and easing the search for course materials.
- Implemented real-time hostel availability system processing **600+ daily searches** and facilitating **15+** room reservations per day during peak season, reducing average booking time from 3 days to less than **an hour**.

Coro Dash
- Launched a virus safety awareness game built with Unity, achieving **4.8/5 star rating** and **100+ active daily users**.
- Increased player retention by **40%** through competitive gameplay mechanics and achievement system.

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