

Oluwaniifemi "NF" Emmanuel

+1 (415) 792-8813 | oluwaniifemi.emmanuel@uni.minerva.edu | nfemmanuel.com
github.com/nfemmanuel | linkedin.com/in/oluwaniifemi-emmanuel

EDUCATION

Minerva University (1% acceptance rate)

Bachelor of Science, Computer Science & Artificial Intelligence

San Francisco, CA

Sep 2023 – May 2027

- Relevant Coursework: Data Structures & Algorithms, Formal Analysis, Complex Systems, Linear Algebra

EXPERIENCE

Technical Product Manager, Cofactor

Feb 2026 – Present

San Francisco, CA (Remote)

- Shipped B2B SaaS platform 0-to-production in 4 weeks, onboarding European research community and validating two-tier marketplace model
- Managed 3-platform roadmap across PRDs, Jira backlog (3 Epics, 9 Features), and VC stakeholder coordination
- Reduced research validation time 60-80% via AI-powered system using Anthropic Claude API and academic APIs
- Led GDPR-compliant product launch enabling EU market entry through privacy architecture and cross-functional technical execution

Process Optimization Intern, UL Solutions

May 2025 – Aug 2025

Fremont, CA

- Integrated Python automation scripts with cross-functional team, reducing test data errors by 50% across product lines
- Analyzed workflow data using statistical methods to identify bottlenecks, presenting findings to stakeholders
- Redesigned operational workflows reducing timelines by 3 weeks, achieving \$XM+ cost savings through systematic optimization and implementing validation protocols ensuring regulatory compliance across 200+ procedures

Product Builder, Google Academic Collaboration

Sep 2023 – May 2024

San Francisco, CA

- Developed 4 product features for Google Photos with 5-person cross-functional team through full development cycle
- Built Figma prototypes and conducted quantitative analysis on 50+ participant user studies, iterating with feedback
- Improved user engagement by 40% through data-driven A/B testing frameworks and systematic feature validation
- Analyzed engagement metrics and implemented testing strategies to validate feature performance against success criteria

TECHNICAL PROJECTS

Iranti - Shared Memory Substrate for Multi-Agent Coding | TypeScript, Python, PostgreSQL, pgvector

- Reached 8,000+ downloads on npm in 4 weeks with zero marketing through organic developer community adoption
- Designed session lifecycle (handshake/checkpoint/resume/abandon) solving state loss across session boundaries
- Outperformed Mem0, Graphiti, and Shodh on persistence benchmarks (20/20 reruns, 14/14 multi-agent coordination)
- Built ELO-adaptive conflict resolution with self-updating reliability and relationship-graph semantic integrity checks
- Designed cross-tool memory layer over PostgreSQL + pgvector enabling Claude Code, Codex, Copilot CLI to share state

Game Night - Multiplayer Web App | React, PWA, Product Design, Vercel

- Designed and shipped multiplayer party game platform with installable PWA supporting 3+ concurrent players
- Conducted iterative user testing with friend groups to refine game mechanics and onboarding flow
- Defined product roadmap balancing local gameplay deployment with future multiplayer architecture

ProofScript - Domain-Specific Language | Language Design, Python, System Architecture

- Architected DSL for algorithm verification targeting CS students through user research and validation
- Designed Turing-complete language with safety constraints using input-based execution limits
- Built 6-week roadmap prioritizing MVP features before advanced verification capabilities

TECHNICAL SKILLS

Product & Design: Figma, System Design, User Research, Roadmapping, A/B Testing, PRDs

Technical: Python, JavaScript, React, Next.js, TypeScript, SQL, REST APIs, Git/GitHub

AI & Tools: Prompt Engineering, LLM Integration, OpenAI API, Anthropic API, Jira, Confluence