

# Barnabas Solomon

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**Email:** barnabassolomon336@gmail.com | **Phone:** +251974276534 | **GitHub:** [Click Me](#)

## Education

### Bachelor of Science in Computer Science

HiLCoE School of Computer Science and Technology, Addis Ababa, Ethiopia

May 2021 – October 2025

## Work Experience

**.NET Developer** | June 2025 - Present | [Arifpay](#)

- **ArtsPlus** - streaming platform for Arts Tv ([ArtsPlus](#))
  - Developed and optimized video streaming features using the HLS protocol, improving reliability and performance
  - Configured a global CDN for scalable, cost-effective, and high-throughput content delivery
  - Built a custom video encoding service with adaptive bitrate (multi-bitrate ladder) support for efficient streaming across varying network conditions
  - Implemented a WebSocket-based event server in Go enabling real-time group viewing, chat, host controls, and synchronized playback
  - Built a video compression tool to balance quality and size, and a pipeline to upload via the TUS Protocol
- **Yango By Contrast** - a Digital Equib project for Yango (modular monolith built with .NET 10)
  - Designed and implemented a scheduling service to manage Equib cycles and automate winner selection
  - Built fair winner selection logic supporting both manual and randomized approaches using TickerQ
  - Ensured consistent and reliable notification delivery through RabbitMQ publishing and worker based background processing
  - Integrated a payment gateway with robust validation to guarantee one successful payment per participant per round
  - Implemented safeguards for unpaid rounds, including validation checks and automated notifications
  - Improved overall system reliability, fairness, and transactional integrity and safe
- Followed engineering best practices, including code quality standards, testing, and agile delivery processes in a fast-paced fintech environment.
- Collaborated with cross-functional teams to design, develop, and maintain internal service modules.

## Skills

- **Programming Languages:** Go, C#, Dart, Javascript, F#, Java
- **Frameworks & Libraries:** ASP.NET Core, .NET Core, Vue, Flutter, SignalR, Go Echo
- **Tools & Technologies:** Git, Gitlab, Docker, Docker Swarm, Redis, RabbitMQ, Nats, Nginx, Digital Ocean VPS

- **Soft Skills:** Problem-solving & adaptability

## Projects

### **Peer Learning Microservice** | 2025 | [EthioPeer](#)

- Built a Go+C# microservice-based platform using a self-hosted LiveKit stack to support real-time peer-to-peer education via live streaming.
- Developed interactive spaces where subject-matter expert peers can host live video sessions and engage with other peers in real time.
- Implemented scalable microservices to manage live streaming, user interactions, and session performance.
- Features AI-powered admin dashboard for discussion analysis and automated reporting and charts.
- Integrated a centralized document repository with Minio for session materials and references.
- Designed filters and categories to help users discover and navigate live sessions efficiently.

### **Volunteering Fullstack Application** | 2024 | [HelpMatch](#)

- Developed a Flutter app with a Go monolith backend.
- Managed applicant workflows, auto-generated chat rooms, and institution filtering, with websocket realtime notifications.
- Utilized OpenStreetMap on the client for volunteers to have a better visual of where the institutions are located, Server handles proximity calculation based on Great Circle Distance calculation.
- Institutions add their location to be pinned, and allow interested volunteers to find them.
- Deployed on Digital Ocean VPS with Docker, orchestration with Docker Swarm, Redis caching, and Nginx load balancing.

### **Social Media Web Application** | 2023 | [ShareSpace](#)

- Built a full-stack platform with ASP.NET Core Web API and Blazor WASM.
- Implemented a custom recommendation algorithm to filter and sort high-engagement posts.
- Implemented real-time chat and notification service using SignalR, with secure file handling.

## Certifications

- **Safaricom MPESA SDK Challenge** | 2024 | [mpesa-client](#)
  - Developed a client SDK for Safaricom's B2B, C2B, and transaction handling APIs using Go, enabling seamless integration for developers looking forward to use their service.