

Clinton James

Applied AI Engineer · Forward Deployed Engineering · AI & Growth Systems

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SUMMARY

Applied AI Engineer with 9+ years of shipping production software across fintech, Web3 and AI. Along the way, I've built multimodal AI tools and the growth systems that bring them to market. I currently run Alubasa Labs, a venture studio where we experiment with solutions to ambitious problems and support founders from day zero, from POC architecture to go-to-market. Our most recent project, Gamavas, is indie gaming infrastructure: a custom agentic harness that turns ideas into playable games, edge-network hosting for web games, and tools for publishing and distribution. In all of this work, I pair engineering depth with product and microeconomic thinking.

EXPERIENCE

Applied AI Engineer · **Gamavas**

Sep 2026 – Present · Remote

- › Designed and shipped an AI studio that turns a prompt into a playable three.js game: a tool-calling agent running up to 48 steps per turn across Claude, GPT and Gemini (Trigger.dev, Vercel AI SDK, OpenRouter)
- › Made the agent production-grade with per-step cost tracking, token budgets, and recovery from provider outages and rate limits without losing user work
- › Turned AI usage into revenue with subscription plans, credit packs and per-step billing; live with real players and payments
- › Built the surrounding platform: game hosting on Cloudflare Workers and R2, a Next.js, tRPC and Postgres web app, and a Tauri (Rust) desktop launcher, released staging-first with tests

Full Stack Engineer · **Microstart**

Mar 2026 – Present · Remote

- › Solo owner of product, architecture, payments and infrastructure for a marketplace to buy and sell SaaS products, from starter codebases to running businesses
- › Built multi-vendor listings, admin moderation, offer/counter-offer negotiation and payment flows (Next.js, Node.js, TypeScript, Payload CMS)
- › Instrumented conversion and behavioral analytics to measure and improve onboarding

Founder & Lead Architect · **Alubasa Labs**

Oct 2024 – Present · Remote

- › Embed with founders and non-technical businesses as a fractional technical partner: scope the real bottleneck with stakeholders, then design, build and deploy systems into their operations (CRM, ERP, payments, AI adoption)
- › Shipped AI and automation POCs (n8n, Make, LLM APIs) at a 72-hour average turnaround, with an 87% POC-to-pilot conversion rate
- › Translated technical systems into business-focused GTM blueprints, shortening B2B sales cycles by ~30%
- › Incubate in-house ventures from research to launch, including Microstart and Gamavas

Senior Software Engineer · **Neutron Gaming**

Apr 2023 – Jan 2024 · Remote

- › Architected a Web3 game launcher with REST APIs and EVM smart contracts; led delivery from design to deployment with cross-functional teams
- › Wrote and audited Solidity contracts for secure on-chain asset distribution

Senior Frontend Developer · **Seamless Financial**

Mar 2022 – Mar 2023 · Remote

- › Built a reusable React component system and merchant payment interfaces for payment links, gateways and bill pay
- › Co-led the team's first product analytics on merchant onboarding drop-off, giving product the data behind its conversion work
- › Integrated gRPC services with backend teams to improve transaction response times

Software Engineer · **AlumUnite**

Apr 2020 – Jan 2022 · Remote

- › Led the migration of a legacy PHP CMS to a MERN stack, improving security, maintainability and load speed
- › Built donor-to-CRM data pipelines that automated engagement campaigns and repeat-donation follow-ups

Frontend Developer · Minerva Technologies

May 2019 – Oct 2021 · Remote

- › Built Splitxchange, a React digital art marketplace that processed \$57,000+ in transactions
- › Built React and TypeScript component patterns and Redux state for auctions and multi-step KYC onboarding

SKILLS

AI & LLM Systems: Agents & tool calling, Multi-model orchestration, OpenRouter, Vercel AI SDK, Trigger.dev, LangChain, RAG, Evals, Cost & token budgeting, Ollama

Machine Learning & Data: PyTorch, Hugging Face, Transformers, Datasets, Pandas, NumPy, Jupyter, Gradio, GPU / CUDA, PostHog

Languages: Python, TypeScript, JavaScript, Rust, Go, Solidity, SQL

Product & Backend: Next.js, React, Node.js, tRPC, Hono, Express, GraphQL, Django, three.js

Cloud & Infrastructure: Cloudflare Workers & R2, AWS, Docker, PostgreSQL, Redis, Drizzle, Prisma, GitHub Actions

Integrations & Automation: Stripe, HubSpot, n8n, Make, Clay, Apollo

Customer Delivery: Stakeholder discovery, Solution scoping, POC-to-pilot delivery, Technical writing, Workshops

EDUCATION & LEARNING

BSc Computer Science: University of Benin, Benin City, Nigeria

Product Design · Product Marketing & GTM: Product School

Coursework: Principles of Microeconomics (MIT), Investment Banking, Data Analytics

COMMUNITY

Community Lead, ThisTechThing (Jun 2024 – Present): Launched a community for creators and engineers and organized its inaugural Lagos meetup (100+ attendees)