Micheal Adefioye

Founder & CEO, Raregem Labs

I build the systems businesses run on: workflows, automation and operations platforms.

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100+
projects designed and built

250k+
people helped by what I have built

63
distributors run on an ERP I built myself

10+
years designing and building products

SUMMARY

Founder, product designer and full-stack engineer who builds the systems a business runs on. I start inside the business: how orders, money, stock, staff and customers actually move, where money leaks and what customers wait for. Then I turn it into one workflow platform with roles, approvals, automation and live reporting, so owners can see what sells, who owes them and where they are losing money. Over 100 projects built, used by more than 250,000 people. Flagship: Capital Bread, a bakery and distributor whose operations lived on paper, chats and memory, now runs every order, payment, delivery and production run through an ERP I built myself, in daily use since September 2026 by its team and 63 of its mega distributors. Full-stack in Next.js, TypeScript and PostgreSQL, built with AI coding agents under strict review, backed by 10+ years of product design.

EXPERIENCE

RAREGEM LABS

Aug 2022 - Present

Founder & CEO

Founded and leads a design and technology lab that builds the systems businesses run on: operations platforms, internal tools, web and mobile apps. Owns product direction, architecture, code review and final sign-off on every release.

- **Capital Bread ERP** (bakery and distribution) | capitalbreadbakery.com/login: built and shipped it myself, end to end, from a contracted design. Mapped the whole operation (sales, cashiers, dispatch, production, store, accounting, management) and replaced paper, chats and memory with one role-based ERP: orders priced by customer tier, payments, credit and discount approvals, invoicing, dispatch, FIFO inventory, recipe costing, production planning, receivables and statements, day closes and a live dashboard; six staff roles enforced on the server and two-step manager approval. Next.js, PostgreSQL, Drizzle, Better Auth, Playwright, Vitest, Docker, Caddy. Live since 10 Sep 2026: 80+ releases, 180+ migrations, 1,250+ commits; 63 mega distributors track their own orders, performance and profitability in it.
- **Raregem Studio** (own product, in build): phone-first app for client projects and jobs that generates quotes, invoices, receipts and client documents from saved data, with two-signature approvals for money documents and an owner console.
- **PriestlyConnect** (faith and community platform), designed and built by me: replaced video calls for a community organised from international level down to local groups, with one-tap live sessions, host controls and automatic attendance. NestJS, Prisma, PostgreSQL, Socket.IO, LiveKit, Next.js, Expo; API in production on Fly.io with Cloudflare R2.
- **AI agent team and lab platform**: company site and admin on Next.js, React and Drizzle with CI and automated tests; a 24-role multi-agent team across Claude Code, Codex, GitHub Copilot, Cursor and Grok, where each agent works from a written brief and a founder reviews every plan and diff.
- **Fit to Figma** (open source, MIT) | github.com/Mykelking/Fit-to-Figma: Figma plugin and CLI that turn any web page into native, editable Figma layers, mapping CSS flex and grid to auto layout.

DOTCIRCLE LABS
Aug 2021 - Present

Co-Founder & Lead Creative Director

Co-founded and jointly manages the business; leads product strategy, UI/UX and design systems from discovery to developer-ready specifications. Contributed to Kuda Bank interface exploration and led product, brand and interface design for Sequence, QuickSave and CartAll.

ABSA
2019 - Present

Creative & Technical Officer

Leads creative direction and technology for the ABSA ecosystem platform.

OPENCLAW
Jan 2026 - Present

Product Designer, Open-Source Contributor

Turns technical workflows into clearer user journeys, interface structures and reusable visual patterns, within the wider project team.

ELIZAOS
Nov 2024 - Mar 2025

Senior Project Manager & Top Contributor

Project coordination, contributor alignment, prioritisation and delivery across the open-source AI agent framework.

SELF-EMPLOYED
2022 - 2026

Product Designer (Contract)

- **Huboly** (community operating system), Lead Product Designer: owned the experience across website, core app and back office.
- **FlipPay** (Paynyce fintech): led the V4 redesign into crypto, bill payments, Pockets and username transfers; built the design system and prototypes.
- **NectarFi** (fintech, Web3): brand, UX and UI system for a self-custodial finance MVP; the startup later raised over $170k.
- **StreamLink** (live video): redesigned creator and meeting journeys; the released meeting experience served 5,000+ users with access complaints cut to zero.
- **Fable** (AI storytelling): MVP flows and the interface system for an AI and blockchain storytelling product.

QORTAL BLOCKCHAIN
Nov 2019 - Feb 2021

Product Designer

BLOCKVILA LTD
Mar 2017 - Nov 2019

Project Manager

SKILLS

Business systems: ERP and operations platforms, workflow automation, business process mapping, discovery, role-based approvals, order-to-cash, inventory and production, receivables and costing, reporting dashboards

Languages and frameworks: TypeScript, JavaScript, React, Next.js (App Router), React Native (Expo), Node.js, NestJS, Hono, Tailwind CSS, three.js, React Three Fiber, Python

Data and backend: PostgreSQL, Drizzle, Prisma, libSQL / Turso, pg-boss, Socket.IO, LiveKit, REST APIs, banking, email and push integrations, Better Auth, RBAC

Testing and delivery: Vitest, Playwright, GitHub Actions, Docker, Caddy, Fly.io, Vercel, Cloudflare R2

AI-native development: Claude Code, Codex, GitHub Copilot, Cursor, Grok, multi-agent orchestration, written build briefs, AI-assisted code review

Product and design: product discovery, requirements and acceptance criteria, UX, design systems, brand identity, Figma, Figma plugin development

EDUCATION

Nigerian Defence Academy | Mechanical Engineering coursework — 2012 - 2015

NIIT | Animation, Interactive Technology, Video Graphics and Special Effects — 2019