OGHENEFEGA DANIEL OMAJENE

Port-Harcourt, Rivers State, Nigeria omajeneoghenefega11@gmail.com . +2347041049407 .

GitHub
LinkedIn
My Portfolio

Profile:

Passionate Software Developer experienced in engineering innovative solutions and crafting robust front-end web applications and backend systems, ensuring exceptional code readability and maintainability, delivering seamless applications that empower users across varied industries. Collaborated with diverse teams on multiple projects, capable of thriving in any environment.

Technical Skills:

Frontend: React.js, Angular, Next.js

Backend: Node.js(Express), Java(Spring Boot), Nest.js, REST APIs

Languages: Typescript, Javascript, Java, HTML, CSS Databases: PostgreSQL, Prisma ORM, Mongo DB

Tools: Git, Github, Postman, VS Code, Figma, IntelliJ, Expo **Other:** Agile Methodologies, Responsive Design, JWT Auth

Projects:

> Hirecraft - Fullstack Domestic Service Marketplace

React, Java Spring Boot, PostgreSQL, JWT, Prisma

- Built a platform connecting service providers (e.g.plumbers, painters) to employers.
- Implemented secure user registration, login, provider search, and booking system with role-based access.
- Designed responsive UI and dashboard with detailed charts.
- Implemented secure payment gateway with Paystack.

> Supabricx CLI

Typescript, Express, Java

- Developed and maintained a Command Line Interface (CLI) for generating backend templates for different frameworks such as Express.
- Designed prebuilt auth service, user service and schema.

> PawfectCare

Typescript, Flutter, Firebase

- Designed and developed the overall UI of the app which was meant to be a central hub for pet owners, vets and animal shelters as part of a hackathon project.
- Collaboratively engineered backend services using firebase for the app with my team.

> MiniMart

Typescript, React Native, Zustand

- Designed a modern three-screen e-commerce mobile application built using React Native and Expo. This app allows users to browse products, view detailed information of products, and add items to cart and favorites.
- Implemented state management for products using Zustand.

Revixor AI - Interactive Exam Assistant (ongoing)

Next.js, Nest.js, Prisma, PostgreSQL

- Spearheading the end-to-end development of Revixor, an Al-driven exam preparation platform designed to assist students with WAEC, NECO, JAMB, and GCE past questions and explanations.
- Engineering and deploying scalable backend services using NestJS,
 Prisma, PostgreSQL, and JWT-based authentication to support user accounts, role-based access, and secure session management.

- Integrating AI features to allow natural language queries with smart filtering by exam type, topic, and year.
- Building and managing a custom exam question database schema optimized for fast retrieval and semantic querying.
- Implemented email OTP login, Google OAuth, .
- Revixor is envisioned as an all-in-one intelligent learning assistant that combines educational Al, structured academic databases, and interactive user experience.

Education

Advanced Diploma in Software Engineering (ADSE) - Aptech Learning Jan 2024 - till date.

Relevant Courses: Data Structures & Algorithms, Software Engineering, Web Development, Database Systems, Critical & Analytical thinking.

Experience:

> July 2021 - Sept 2021

Trainee

- Engineered dynamic front-end websites and CRUD operations using HTML, CSS, JavaScript, and PHP.
- Aug 2024 Nov 2024 Intern

SnapiLabs

- Ventured into an impactful internship at SnapiLabs, transforming theoretical knowledge into practical skills, gaining hands-on experience and increasing expertise in Frontend web development.
- Jul 2025 present Solo Founder & Fullstack Engineer Supabricx

• Solo engineered and maintained a Command Line Interface (CLI) for generating backend templates for different frameworks such as Express

with inbuilt auth, user service and schema.

Certifications:

• Make a 2D Action Platformer in Unreal Engine 5 by Cobra code - Udemy

Soft Skills:

- Problem Solving
- Team Collaboration
- Time Management
- Adaptability
- Communication