

DANIEL ANAGU

Frontend Developer

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About Me

From the moment I produced “Hello World!” in the console of my first application, I knew I was hooked into the world of software development. But software development has never been “just a job” for me, it has offered an engaging challenge to continually learn and improve my skills in creating high-quality software. What started with a simple “Hello World!” has become a full-fledged passion that only gets more exciting as the years go by.

Below you’ll find projects I have completed that showcase my skills and general background in developing industrial applications. In the contact section is also a link directed to my personal portfolio.

Experience

Modern YouTube Clone

(www.youtubeclone.com)

Deriving idea from the YouTube application, this application was designed with the most in demand technologies today which include; Javascript, React JS, Material UI, Rapid API and Visual Studio Code extensions.

Space Invaders Game (www.spadeinvs.com)

Space Invaders is a classic game which was designed in raw javascript code (no libraries). It manipulates DOM elements to output the app onto the HTML canvas element.

Admin Dashboard Application (www.reactdb.com)

This application was designed using React JS, HTML and CSS. It is fully mobile responsive, and customizable. Users can choose between six beautiful theme colors, and also toggle between the dark and light mode. This panel includes one dashboard, three pages, four apps and seven fully functional charts. It also includes views of important metrics such as earnings, recent transactions, sales overview and more.

Expenses and Budget Planning App (www.budget.com)

The fully responsive app assists users in tracking their expenses. It was designed using HTML, CSS and Vanilla JS

Education

Redeemer’s University

Bachelor of Laws

Cumulative GPA: 4.72/5.0

Skills

HTML 5, CSS3, JavaScript, React, GIT, Figma.