



IRÉNÉ LOKOSSOU

WEB DEVELOPER | CROSS-PLATFORM MOBILE

CONTACT

- +229 01-65-82-67-05
- irenelokossou0@gmail.com
- Abomey-Calavi -Bénin

SKILLS

- JavaScript (ES6+), PHP (7/8)
- Angular (RxJS, CLI)
- React.js (Hooks, Context API)
- Nuxt.js (Vue.js SSR)
- Laravel
- Ionic (Mobile hybride)
- Git (GitHub Desktop)
- Postman (tests d'API REST)
- Visual Studio Code
- Chrome DevTools
- npm / yarn
- Composer
- Windows / Linux
- WAMP / XAMPP
- Trello,Jira

LANGUAGES

- Français (courant)
- Anglais (moyen)
- Fon(courant)



PROFILE

Motivated, self-reliant, and committed to continuous learning, I am looking to grow within collaborative teams on enriching digital projects. My approach is centered on quality, user experience, and innovation.



EDUCATION

Bachelor's Degree in Computer Systems and Software 2021-2023
Scientific Baccalaureate – Speciality Series (D) 2020



PROFESSIONAL EXPERIENCE

Iwajutech 05/10/2023 TO 05/08/2025

Junior Developer

- Participation in several web and mobile projects as a junior developer.
- Contribution to the development of innovative solutions for a diverse clientele.
- Active collaboration within technical teams on projects combining front-end and back-end technologies.

Involvement in all stages of the development cycle, from design to production deployment.

Iwajutech 20/02/2023 TO 20/05/2023

Internship | Creation of a queue management system

- Design and development of a queue management system for government agencies.
- Development of the mobile application using Flutter, ensuring a smooth and intuitive user interface.

- Back-end development using Laravel, ensuring real-time data and query management.
- Creation of the web interface (front-end) using Angular, providing an interactive dashboard for agents.
- Implementation of efficient, real-time queue management to improve customer service and reduce wait times.

Iwajutech

20/04/2021 TO 31/08/2022

Internship | Creation of a web application based on augmented reality

- Development of an interactive web application integrating augmented reality.
- Use of the A-Frame framework for displaying and manipulating 3D objects in a web environment.
- Allows users to interact with virtual objects directly from their browser, without installing any application.
- Implementation of efficient, real-time queue management to improve user experience and reduce waiting times.

RECENT ACHIEVEMENTS

TOFFO TOWN HALL – Official website (2025)

 <https://mairietoffo.bj>

My role:

- Front-end integration of the prototype (Angular, HTML, CSS, Bootstrap)
- Contribution to business logic and the integration of dynamic data

UDA ORGANIZATION – Web application (2025)

 <https://app.udaorganisation.org>

My role:

- Front-end integration of the prototype (Angular, HTML, CSS, Bootstrap)
- Collaboration with the back-end team for API connection and data management

Kondocv – Web application (2025)

 <https://kondocv.com>

My role:

- Full front-end integration (Angular, HTML, CSS, Bootstrap)
- Contribution to application logic and user experience