



Divine Hycenth

Full Stack Software Developer

ADDRESS

Block 168, Kwali - Abuja, Nigeria

TELEPHONE

+234 8123 161 019

EMAIL

divinehycenth@outlook.com

WEBSITE

<https://divinehycenth.com>

ABOUT ME

I'm Divine Hycenth, a full stack software developer, technical writer, and UI/UX Designer. I currently spend most of my time programming in _JavaScript/TypeScript_ for three (3) years and writing about it. I also do some python, DevOps(Docker) stuffs when the need arises.

I'm very passionate about software development and I would love to join you to grow and improve your beautiful ideas. I am open to roles like full stack, back end or front end. I'm self motivated which makes me competent and also a great fit for a remote job and i would love to relocate if i'm required to. I started this website as a place to document everything I learned while going through a career change.

PROFICIENT SKILLS

Programming Languages

JAVASCRIPT -
TYPESCRIPT -
PYTHON -

Back End

NODE.JS -
GRAPHQL -
EXPRESS -
MONGODB -
POSTGRESQL -
TYPEORM -
DJANGO -

Front End

HTML & CSS -
JAVASCRIPT -
REACT -
NEXT.JS -
JQUERY -
BOOTSTRAP -
REDUX -
FIREBASE -
APOLLO -
MARKDOWN MDX -
SASS -
MATERIAL DESIGN FRAMEWORKS

Testing

JEST -
ENZYME -

EXPERIENCE

Software Developer

Dreamworks Systems Solutions (2017 - 2020)

I Developed software solutions by studying information needs; conferring with users; studying systems flow, data usage, and work processes; investigating problem areas; following the software development lifecycle. I also Prepares and installs solutions by determining and designing system specifications, standards, and programming.

UI/UX Designer

Marfex (2017)

1. I designed graphic user interface elements, like menus, tabs and widgets.
2. I also developed UI mockups and prototypes that clearly illustrate how sites function and look like

PROFICIENT SKILLS

Build Tools

- Webpack
- ESLint
- Babel
- Gulp
- Git
- Prettier
- TSLint

UI/UX

- Photoshop
- Adobe Illustrator
- Figma
- Corel Draw

DEVOPS / SERVERS

- DOCKER
- NGINX
- PM2