Kenny Ogbogu

ogbogukenny@yahoo.com +2347033325279

LANGUAGES

English

Spoken: Fluent. Written: Fluent

LINKS

Github:

https://www.github.com/Kennius7

LinkedIn:

https://www.linkedin.com/in/kenny-ogbogub6710137

Portfolio:

https://shosan-acodemiaportfolio.netlify.app

SKILLS

Programming Skills

JAVASCRIPT, TYPESCRIPT

Frameworks and Libraries

REACT, REACT NATIVE, REDUX, NEXT.JS, NODE.JS, EXPRESS.JS

Web Design Skills

HTML5, CSS3, BOOTSTRAP, TAILWIND CSS

Databases

MONGO DB, FIREBASE, SANITY

Version Control Systems

GIT, GITHUB

Deployment Systems

NETLIFY, FIREBASE, HEROKU, SANITY

Tools and Technologies

POSTMAN, ADOBE PHOTOSHOP, MONGO COMPASS, ADOBE PREMIERE PRO, SLACK, TRELLO, FIGMA

Soft Skills

Teamwork, Communication, Emotional Intelligence, Attention to detail, Determination.

CAREER SUMMARY

• Driven, focused, and a team player when it comes to software engineering in general, and with communication based, hands on experience. I intend, while working as a team, to contribute my quota not just to software development but to the progression of the tech age with innovative and creative solutions.

WORK EXPERIENCE

Mobile App Developer

Ostream - June 2024 to December 2024

RESPONSIBILITIES AND ACHIEVEMENTS:

- Worked with an agile team of 10 on the Ostream project, particularly on the front-end web app.
- Developed and optimized the Ostream website while improving on the UI/UX experience.
- ➤ Deployed the Ostream app to Google Playstore and Apple Appstore, and ensured successful app testing on those platforms.
- ➤ Worked with a team to increase app downloads to enable testing success and complete adoption of the app on the Playstore and Appstore platforms.

Front End Developer

FriendnPal - December 2022 to November 2023

RESPONSIBILITIES AND ACHIEVEMENTS:

- Worked with an agile team of 20 on the FriendnPal project, particularly on the front-end web app.
- Optimized the FriendnPal Website UI/UX experience, and created access points for APIs.
- Provided IT support, troubleshooting and system operations.
- Added more reusable code to the FriendnPal codebase, thereby enhancing the codebase.
- ➤ Worked with a reputable team of developers in building the FriendnPal codebase.

Front End Developer

Matic Drive - December 2021 to June 2022

RESPONSIBILITIES AND ACHIEVEMENTS:

- Lead an agile team of 10 working remotely on the Matic Drive Al/autonomous vehicle interface software, optimizing it with consumer features.
- Optimized the Matic Drive Website, increasing traffic on the site and ensuring appropriate UI/UX experience.
- Assisted in designing an AI model for autonomous vehicles for tough terrains.
- Ensured code synchronicity and optimization on the project from all developers.
- Added more reusable code to the Matic Drive codebase, thereby enhancing the codebase.
- Assisted in the human resource department as regards selection of competent developers for the project.

Software Developer/Mobile App Developer

Alabian Solution Institute Lagos - August 2020 to November 2021

RESPONSIBILITIES AND ACHIEVEMENTS:

- Worked with an agile team of 5 on the Vampfi website, optimizing it with consumer features.
- Optimized the Vampfi UI/UX experience, increasing traffic on the site by 25%.

PROJECTS

Software Project

GLO BATTLE OF THE YEAR WEBSITE https://www.globotynigeria.com

VAMPFI WEBSITE https://vampfi.com

App Project Design

Ostream Event Booking app ARCROMRIDE APP Online Taxi booking App



Bachelor of Science in Computer Science University of Benin, Benin City, Edo state, Nigeria January 2012 to February 2016

- ➤ Worked with a reputable team of developers in building the Glo Battle of the Year website, which was designed for online participant processing.
- ➤ Participated in the Trialty Hackathon, and was awarded a top 30% programmer.
- Added more reusable code to the Vampfi codebase, aiding optimization from other team members.
- ➤ Worked with an agile team of 4 on the Arcromride mobile App, an online taxi booking app based in the UK.
- ➤ Worked on personal projects as career milestones throughout my stay there.