

Miracle Ufodiana,

Software Engineer – Fullstack,

Award-winning, detail-oriented JavaScript Developer, with a knack for actually delivering clean-cut UIs and reusable, modular code on time.

Portfolio: miracleufo.codes

GitHub: github.com/MiracleUFO

Linkedin: [miracleufodiana](#)

Medium: [Miracle Ufodiana](#)

miracleufodiana@gmail.com

EXPERIENCE

Oko, Remote — Fullstack Engineer II - Fulltime

November 2022 - February 2023

Oko is a US-based company which provides tools for leveraging innovation and automation to deliver automation solutions faster, smarter, and clearer—all so Freight forwarders can problem-solve sooner.

At Oko Games I designed most parts of **Backstage** and helped build it, it is a tool that aids automation of freight forwarders email and data management, sending information automatically from OCR'd documents.

I also heavily contributed to the now discontinued **Oko Webapp** a dashboard aimed to increase data visibility for shipping companies and freight forwarders.

Utilising: React, Next 13, CSS3, Tailwind, Git, Blockchain technologies, and GitHub

- **Company Link:** <https://oko.trade/>

Ryu Games, Remote — Software Development Engineer - Contract

September 2021 - May 2022

Ryu Games is a US-based gaming-oriented company that delivers SDKs which enable Game Developers to transform their games into cash or crypto tournaments.

At Ryu Games I single-handedly built **Bayelsa for Moderators** and **Bayelsa for Support** which are subsidiaries of the **Bayelsa** app, it is a tool that now helps Support agents and Content moderators on their gaming platforms to moderate end-user content and finds out more information about user complaints more efficiently.

I also heavily contributed to the frontend of **Flame**, which is an app store for Ryu Games -backed games and also a crypto space, it is thought of as the "Steam for Web3."

- **Utilising:** React, Electron-react, styled-components, Node.js, HTML5, CSS3, Git, Blockchain technologies, and GitHub

SKILLS

Proficient:

- VueJS, Vuex
- Next.js
- React, Redux, MobX
- Angular
- Angular Material
- JavaScript (ES8/ES7/ES6/ES5)
- Typescript
- Webpack, Babel
- HTML5
- CSS3
- CSS-in-JS
- Git, GitHub, BitBucket
- Mobile-first development/Responsiveness
- WCAG Compliance
- RESTful APIs
- Jest, storybook
- GraphQL
- Node.js/Express.js
- MongoDB/Mongoose
- Styled-components
- Agile methodologies
- C++

Familiar:

- Firebase
- Python
- Java
- C#
- Bootstrap 4
- DynamoDB

- **Company Link:** <https://ryu.games/>

Acumen Digital, Remote — Frontend Engineer - Full-time

September 2021 - December 2021

Acumen Digital is a multi-disciplinary product design and software development agency, building identities and experiences to elevate and empower organizations.

As a frontend developer on the Acumen team, I helped create [BetaSMS](#) and a Will Creation application.

- **Utilised:** Vue.js, React, CSS3, AWS, Git, and GitHub
- **Company Link:** <https://www.acumen.com.ng/>

Nigeria Development Foundation, Remote — Frontend Developer, Angular - Full-time

May 2021 - September 2021

NDF is a financial organization which aims to make it easier for poor to middle-class Nigerians to sell products and provide services by enabling them to do it in a credit system.

Here I contributed immensely to the frontend of the **WealthMarket project** built in Angular/TypeScript, it is the main product of the organization. I don't believe it has gone public yet, but I also helped document it as it had very little documentation at the time I joined the team.

- **Utilised:** Angular, Angular Material, SCSS, Bootstrap 4, TypeScript, Git, and GitHub
- **Company Link:** <https://ndfnigeria.wordpress.com/>

Genesys Tech Hub, Enugu — Frontend Developer - Intern

June 2020 - Feb 2021

As a Frontend Developer with the Hub, I:

- Built creative, sleek, completely responsive, and accessible products using React, HTML5, CSS3, and client-side JavaScript with several software teams in the program.
- Was a Leader on the Genesys Tech Hub [Leader Sheets'20](#) for impressive work and clean code with a 70% code efficiency score for delivering good products right on deadlines, and possibly for the [Learnable Web App](#) I made.
- Lead the creation of the [Udunkulu](#) app as Lead Developer, it turned out to be the best project in the virtual internship 2020. I specifically built out the player and playlist components and authentication modals while managing other parts of the project.

- **Leveraged Knowledge in** Git, HTML5, CSS3, JavaScript/ES6, React, and NodeJS and performed unit tests using the Jest testing suite for testing to create wonderful and consistent web experiences.
- Won the Genesys Tech Hub '**Nikola Tesla awards**' for '**Frontend Developer Student of the Year**'.
- **Hub Link:** <https://www.genesystechhub.com/>

Kay Computers, Delta – IT intern

June 2017 - September 2017

As part of my secondary school's program before graduation, we were to go on IT training for a few months, so I did mine at Kay Computers where I learnt how to maintain computer hardware, fix security and network issues, and write simple applications in HTML, CSS, and Java.

I trained students who joined after I did, because I had more experience since my technical major in high school was Computer Craft studies.

SOFTWARE PROJECTS

Personal Website

www.miracleufo.codes made with ReactJS, JavaScript, and styled-components.

Also, some of my frontend projects I'm proud to share are below:

PettyBird

Perfit is a subversive app that consumes the Twitter API built in React, Redux, styled-components, CSS, and with PWA methodologies in mind. It's currently ongoing.

- **Utilised:** React, CSS, Twitter API.

Perfit

Perfit is a full stack (MERN) web app that serves as a platform for freelancers to post their work profiles (Its v1 was designed and implemented by me, both backend and frontend, in four days.)

- **Utilised:** MongoDB, Mongoose, Express.js, React, CSS
- **Link:** <https://bit.ly/perfit-web>

Rick&Morty Search

Rick&Morty Search is a frontend web app I built for my friends using the Rick and Morty GraphQL API, for searching and filtering information about the now-ended Rick and Morty show's characters in different episodes.

- **Utilised:** React, CSS, JavaScript/ES6, GraphQL, and styled-components.
- **Link:** <https://bit.ly/rick-and-morty-search>

EDUCATION

2018 - 2022, Computer Science; **University of Nigeria.**

Studied Computer Science at the University of Nigeria, with a **4.32/5 CGPA.**

HOBBIES

Observing, listening to all kinds of music, drawing, swimming.

I'm that cool, calm, collected person you want on your team.

