

Miracle Ufodiana,

Software Engineer – Frontend,

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

Portfolio: [miracleufo.codes](#)
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EXPERIENCE

Oko, Remote — Fullstack Engineer II – Fulltime

November 2022 - August 2023

Oko is a US-based distributed organization, offering innovation, analytics, and automation tools for faster and smarter solution delivery for Freight forwarders.

At Oko, I contributed to **Backstage** using Next13—a frontend tool utilizing AI to automate data entry and analysis from emails for freight forwarders.

I also played a significant role in the now-discontinued Oko Webapp, enhancing data visibility. I contributed to the re-brand "**Green Frog**" for the landing website. When Oko pivoted towards backend solutions. I employed AI and lambda functions to automate freight processes, taking multiple customer engagements from idea to pilot to live—transforming order documents with AI and cloud services.

Utilising: AWS, Azure, AI, NodeJS, Express, Typescript, React, Next 13, CSS3, Git, and GitHub

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

Ryu Games, Remote — Software Development Engineer – Contract

September 2021 - May 2022

Ryu Games is a gaming-oriented company based out of San Fransisco delivering 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
- **Company Link:** <https://ryu.games/>

SKILLS

Proficient:

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

Familiar:

- Firebase
- Python
- Java
- Bootstrap 4
- DynamoDB

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 Engineer on the Acumen team, I helped create [BetaSMS](#) and a digital Will Creation application (STL.)

- **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**'.
- **Company Link:** <https://www.genesystechhub.com/learnable>

Kay Computers, Delta – IT intern

June 2017 - September 2017

As part of my secondary school’s program we were required to go on Industrial Training (IT) for a few months before graduation, so I did mine at Kay Computers in Delta State, Nigeria, 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 me 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 the frontend projects I’m proud to share are below:

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>

HOBBIES

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

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

EDUCATION

BSc. in Computer Science from the University of Nigeria.