Miracle Ufodiama,

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: miracleufodiama
Medium: Miracle Ufodiama
miracleufodiama@gmail.com

EXPERIENCE

Oko, Remote — Fullstack Engineer II - Fulltime

November 2022 - Present

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

At Oko I designed and implemented parts of **Backstage** and helped build it, it is a tool that aids automation of the entry and analysis of freight forwarders' data from emails and documents using AI.

I also heavily contributed to the now-discontinued **Oko Webapp** a dashboard aimed to increase data visibility for shipping companies and freight forwarders. And helped push out several features in the new, re-branded "Green Frog" of the landing site. These days I work mostly with AI and lambda functions to create automation mechanisms for freight forwarders.

Utilising: AWS, Azure, NodeJS, Typescript, React, Next 13, CSS3, Tailwind, Git, 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
- **Company Link:** https://ryu.games/

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
- Tailwind
- 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# and 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'**.

- **Hub 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:

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.

- **Utilising:** 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

HOBBIES

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

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