Richard Kennedy
Frontend developer

PROFILE

I am passionate and driven Frontend Developer who finds joy in crafting captivating and user-friendly web applications. With a solid foundation in HTML, CSS, and JavaScript, I thrive on transforming ideas into visually stunning digital experiences. My toolkit includes modern frontend frameworks like React and TypeScript, empowering me to create responsive and interactive websites that leave a lasting impression. Committed to delivering top-notch code quality and striving to create exceptional user experiences. As an enthusiastic learner, I'm always on the lookout for the latest industry trends and technologies, eager to push the boundaries of frontend development with creativity and innovation.

EXPERIENCE

Junior Frontend Developer

IGS Sweden

March 2023 - Present - Stockholm , Sweden

Fontend Developer Intern

Mobiento / Deloitte Digital

Sep 2022 - March 2023, Stockholm, Sweden

Building an Unsplash clone as my intern task. And continuing to really deep dive into React | Typescript | Unit Testing | Bitbucket

Hyper Island Graduate

Frontend Development program

Aug 2021 - March 2023, Stockholm, Sweden

Currently studying frontend development at Hyper Island. Project-based learning both individually and in teams. Adapting an agile mindset to my development process and learning to create beautiful, functional, practical and all in between - web applications.

Industrial/Commercial Electrician

Norrsken Elinstallationer

Jan 2016 - Aug 2021 - 5 years, Stockholm

CONTACT

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Education

Higher Vocational Education Diploma for Frontend developer
Hyper Island
2021 - 2023 Stockholm, Sweden

CERTIFICATE III in Electrotechnology Electrician
North Metropolitan TAFE
2011 - 2014, Perth Australia

Skills

React.JS | Javascript | Typescript | html | CSS | SCSS | Tailwind | Next.JS | Jest | API
Firebase | MongoDB | Github | Bitbucket |
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Hobbies

Coding, Surfing, Snowboarding, Coffee, Interior design, Fashion, MUSIC

Language

English (professional)
Swedish (learning)

Reference

Will happily provide on request

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Professional Highlights

2023 -

Ecommerce Fashion House - (React / Strapi / Scss / Vercel)
Currently working on an ecommerce project (Not yet finished, but you are more than welcome to check out the repo and its deployed state). With CI/CD implemented, this project aims to create an immersive online shopping experience for fashion enthusiasts. The website is built using modern technologies such as React, Strapi, and SCSS to provide a seamless and stylish user interface, deployed with Vercel.

2022 -

Unsplash Clone - (React / Typescript / Tailwind / Jest)
Re-creating Unsplash using the Unsplash API.
This project comes with a clean UI that features a search-bar, the classic unsplash masonry grid layout for my image gallery, a category list that routes dynamically, placeholders for slow loading and its all responsive. What I learned the most from this project is the importance of testing and how to write a way cleaner code for eg - useContext as oppose to prop drilling, re-using components and functionality.

2022 -

E-commerce Happenings – An experience package
Frontend & Backend (React / Tailwind / JavaScript / MongoDB)
I collaborated in a team to build and deploy an e-commerce application that provides experiences such as whale-watching, salsa dancing etc, where all products chosen are taken through a checkout process. I was responsible for the database architecture, developing user friendly interactions, responsiveness, rendering the items in the database and creating an individual information page for selected items.

2022 -

3D GAME WHACK-A-CRAB
Frontend (JavaScript / A-frame)
I built and deployed a 3D game that I presented at the Hyper Island game conference. I implemented 3D models and a 3D environment into the game that is interactable through the use of JavaScript and A-Frame functionalities.

2022 -

WEBSITE Travel advice
Frontend & Backend (Next.js / React / Tailwind / MongoDB)
I Built and deployed an application that allowed users to search for a country or city and be given advice on where to eat, stay and discover. I created a database that stores content and uses a frontend stack of Next.js, React and Tailwind to render the content.

2021 -

ARCADE GAME Space Invaders
Frontend (JavaScript / Phaser.js)
I collaborated in a small team to build and deploy a 2D game using Phaser.js. This game was to be presented to the Hyper Island FED23 class once complete. I was responsible for creating a parallax background, shooter functionality, invaders to disappear on collision and a scoreboard.

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