

Paul S. Ominyi

Frontend Engineer

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A Frontend Engineer who builds interactive user interfaces and experiences using the latest and most efficient technologies and design systems available. My goal is to deliver the best, cost-effective, and most functional long-term solutions that meet the required specifications. I achieve this by understanding the requirements, the expected results and making appropriate decisions together with the team in order to achieve the set goal perfectly and on schedule.

SKILLS

LANGUAGES: JavaScript, TypeScript

FRAMEWORKS/LIBRARIES: React JS, Next JS, SCSS, Tailwind CSS

TECHNOLOGIES: Firebase, TanStack (React) Query, Framer Motion.

TOOLS: Git, NPM, Vite.

WORK EXPERIENCE

ECO Africa – Frontend Developer,

March – October 2023

- Used Web Vitals to test speed and performance on client's websites, and optimized the assets which resulted in an average performance score of 91%.
- Built and optimized webpages based on provided Figma designs
- Developed a merch store, dashboard, and user profile page with a total average Web Vitals performance score of 90%
- collaborated with the design and backend teams to deliver a more user-friendly, faster, and optimized version of the ECO platform.
- Participated in standup meetings and code reviews to identify potential bugs in software and suggest solutions

PROJECT EXPERIENCE

OnTrac | ontrac.netlify.app – Personal Task Tracker/Notes App

github.com/SageKyle/ontrac

- Built a task tracker/notes web app that provides a way to jot down your thoughts daily as a writer and also access them from anywhere.
- The web app also incorporates a service worker in order to work seamlessly even with a poor internet connection
- Built with React and styled with Tailwind CSS
- Used Firebase for implementing storage and authentication
- Added anonymous authentication, with the ability to switch to a standard user