# **ELVIS REMOND**

### FRONT-END SOFTWARE ENGINEER

+60172397264 elvisremond96@gmail.com Negeri Sembilan, Malaysia <u>LinkendIn</u> <u>Github</u> <u>elvis-portfolio.com</u>

### **WORK EXPERIENCE**

## FRONT-END SOFTWARE ENGINEER

2023 - JULY 2024

Digital X Branding Sdn Bhd

- Remote
- Developed and maintained web applications using React.js and Next.js for multiple projects.
- · Collaborated with backend developers to integrate RESTful APIs, ensuring smooth data flow and enhancing user experience.
- · Utilized Material-UI and CSS for designing modern, user-friendly interfaces, to align with designer.
- Worked with Git for version control, maintaining a clean and efficient codebase.
- Participated in code reviews, identifying and fixing bugs, and optimizing code for better performance.
- Creating reusable, modular components to maintain a scalable and maintainable codebase.

# FRONT-END SOFTWARE ENGINEER TRAINEE

2022 - DEC 2022

Digital X Branding Sdn Bhd © Remote

- · Assisted in the development of web pages and components using HTML5, CSS3 and JavaScript.
- Implemented responsive designs that work across various devices to meet objectives of projects.
- · Work closely with designers to translate mockups into functional web pages.
- Engaged in team collaborations to enhance the UI/UX of existing applications.

## QC INSPECTOR

ShinHeung Sec (Malaysia) Sdn Bhd Nilai, Negeri Sembilan

2021 - JUNE 2022

- I ensured raw materials and finished products met specifications through thorough examination and precise measurement tools.
- · I promptly reported defects to supervisors and collaborated on corrective actions for timely resolution.
- By staying updated on quality regulations, I verified that products met industry standards, company policies, and regulatory requirements.
- Additionally, I oversaw production stages to maintain consistent quality standards and identified areas for improvement in machinery and workflows.

## **EDUCATION AND CERTIFICATION**

FOUNDATION CERTIFICATE IN SOFTWARE ENGINEERING Talentlabs MySTEP Programme	2022
BACHELOR OF SOFTWARE ENGINEERING (HONS) Linton University College	2020
DIPLOMA IN INFORMATION TECHNOLOGY Linton University College	2017
ITIL4 FOUNDATION CERTIFICATE IN IT SERVICE MANAGEMENT PeopleCert & Axelos Credential ID: GR671412942ER	2022

# SKILLS & TECH

- React Tailwind CSS
- NextJS
   Material UI
- JavaScriptSCSS/CSS
- TypeScript Git
- Github
- Gitlab
- Responsive DevelopmentDetail-Oriented

# LANGUAGES

- English: Fluent
- Malay: Native/Bilingual

## JIARU - USED OIL COLLECTION MANAGEMENT SYSTEM

## Digital X Branding Sdn Bhd

- Developed, designed and maintained web application for JIARU to manage their used oil collection which includes Admin Dashboard, Truck Dashboard, Buyer Dashboard and Hotel/Restaurant Dashboard.
- Implemented features such as signatures collection that can be reuse, cart features to add, edit, remove and track orders from their clients and order receipts pdf generation for them to download or view.
- Tech stacks: React, NextJS, Material UI, TypeScript

## **PRIZEHUNT**

Digital X Branding Sdn Bhd

- Developed the PrizeHunt contest hunter site focusing on responsive design and alignment with design.
- Using Storybook to designed and created the UI components.
- Tech stacks: React, NextJS, Material UI, TypeScript, Storybook, Strapi

### LEADAPRENEUR ADMIN PANEL

Digital X Branding Sdn Bhd

- Help in updating new features and developed more than 50 components for Leadapreneur Admin Panel.
- Tech stacks: React, Material UI, TypeScript

### LEADAPRENEUR SITE

Digital X Branding Sdn Bhd

- · Help in updating new features and developed more than 80 components for Leadapreneur Site.
- Tech stacks: React, Material UI, TypeScript

### AG CLAIMS

Digital X Branding Sdn Bhd

- Developed, designed and maintained web application for AG Claims to manage their records of claim from different clients and users.
- Developed and maintained three different dashboard which are Admin Dashboard, Client Dashboard and Highway Dashboard that use different login.
- Tech stacks: React, Material UI