

# OGBONNA PETER BASIL

## Full Stack Web Developer

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📍 oer erkenschwick, Germany

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## EXPERIENCE

### Web Developer

#### Wild Code School

📅 june 2022 – November 2022

- Building applications with technologies like Node.js, javascript, GraphQL, Typescript, Express.
- Active participation in daily scrum meetings and expose to agile methodologies
- Maintaining databases with reusable and clean code for distributed environments

### Front End Developer

#### Remondis Digital

📅 September 2022 - November 2022

- Worked on the front-end functionality of the project, developing user-friendly interfaces and implementing responsive design to improve the user experience.
- Collaborated with the QA team to identify and fix bugs, ensuring high-quality code and reducing the error rate.

## PROJECTS

### Personal Portfolio

angular, html, css, bootstrap, typescript

📅 February 2023

#### Peter's Portfolio

- Built a responsive and modern personal portfolio using Angular and Bootstrap, showcasing my skills, experience, and projects.
- Leveraged the latest web development technologies and best practices to ensure the website is fast, secure, and accessible across different devices and browsers.

### Guess My Number (Game)

javascript, html, css

📅 January 2023

#### Guess My Number

- Developed a simple and interactive game using Javascript, where the user tries to guess a randomly generated number within a specific range.

### Employees Database (fullstack(CRUD))

react, express, mysql

📅 October 2022

#### Employees Database

- Built a full-stack employee database application using Express, MySQL, and React, allowing users to CRUD employee records.
- Designed and optimized the database queries for efficient data retrieval and storage, enhancing the performance and scalability of the application.

### Roll-A-Dice-Game

javascript, html, css

📅 February 2023

#### Roll-A-Dice-Game

- Created an interactive web-based Game using HTML, CSS, and JavaScript, where two players take turns rolling a dice to score points and win the game.
- Implemented game mechanics, such as rolling a dice, displaying the current score, and keeping track of the total score, using modular and reusable code.
- Added error handling to prevent the players from rolling a dice when the game is over or making invalid inputs, and provided clear and helpful messages to guide the players.
- Deployed the game on a live website, allowing others to play and enjoy the game.

## EDUCATION

### Fullstack Web Development

Wild Code School

📅 November 2022

### Web Development

The Complete 2023 Web Development Bootcamp

📅 December 2022 – Till Date

### Master's in Business Management

Karazin Business School (KBS), Kharkiv

📅 May 2021

## SKILLS

Javascript HTML CSS React  
Angular SQL Typescript jQuery  
Git/Github Node.js MySQL  
Bootstrap Express Scrum Agile  
GraphQL

## REFEREES

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