# Theophile Kango

# **FULL STACK WEB DEVELOPER**

## **EXPERIENCE**

#### FUTURIX, Cotonou, Benin

**Software Engineer**, 09, 2020 - 01, 2021

- Worked on the somma app as a front-end developer.
- Developed the backend API with Django REST Framework for our logistics team.

## MICROVERSE, Remote

Mentor (Volunteer), 03, 2020 - 09, 2020

- Mentored junior web developers, providing technical support through code reviews.
- Proposed improvements to code organization to improve code quality and overall performance.
- Provided advice and tips on how to maintain motivation to maintain longevity in the program.

#### **EDUCATION**

#### MICROVERSE, 01, 2020 - 09, 2020

## Remote Full Stack Web Development Program, Full Time

- Spent 1300+ hours mastering algorithms, data structures, and full-stack development while simultaneously developing projects with Ruby, Rails, JavaScript, React, and Redux.
- Developed skills in remote pair-programming using GitHub, industry-standard gitflow, and daily standups to communicate and collaborate with international remote developers.

## ULPGL/Goma, 10, 2014 - 01, 2019

## **Bachelor of Computer Engineering**

- Studied Pascal, Java, C#, PHP, MySQL Database and other technologies.
- Studied fundamentals of problem-solving, critical thinking, algorithm, and data structures.

fadhili.kango@gmail.com <u>GitHub | LinkedIn</u> <u>Twitter | AngelList</u> <u>Hackernoon | Portfolio</u>

# **SKILLS**

Front-End: JavaScript, React, Redux, HTML5, CSS3

Back-End: Ruby, Rails, MySQL

Tools & Methods: Git, GitHub, Heroku, Netlify, Mobile/Responsive Development, RSpec, TDD, Chrome Dev Tools

Professional: Remote Pair-Programming, Teamwork, Mentoring

#### **PROJECTS**

#### **Courses Track App**

- A mobile web app that helps students to track hours spent on different courses
- Built with: Ruby on Rails

# Family Movies Catalogue

- A responsive catalogue of family-friendly movies that allows users to filter and pull up movie details using the IMDC API.
- Built with: React Hooks | Redux | SCSS

# **Space Shooter Game**

- A game where the player's mission is to prevent meteors from reaching the earth.
- Built with: JavaScript, Node.js, Phaser3