

# Yannis Madu



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## Summary

I'm a web developer looking for a role that places a strong emphasis on innovative thinking. For the last 2 years, I've experimented with programming casually, but in the last year I decided to take it seriously and make it my profession. I've completed various freelance projects in the past 6 months and have gained valuable real-world experience by working with real, paying clients. I've also had the chance to work with 2 start ups as elastic dev capacity, mostly on their front-end with React.

## Professional Development

### THE ODIN PROJECT

Relevant modules:

- HTML & CSS – Flexbox, CSS Grid, web accessibility, responsive design
- Javascript – DOM manipulation & events, OOP, ES6 Modules, asynchronous javascript and APIs
- React – JSX, class & functional components, props, state management

### THE MODERN REACT BOOTCAMP

Relevant modules:

- React hooks – useState, useEffect, etc.
- Lifecycle methods
- React router
- Context API

### MENTORING (BUILT LABS)

Developed skills in:

- Typescript, and the advantages of a strictly-typed language
- TailwindCSS
- NextAuth for user authentication
- Prisma ORM to interact with a database

### NEXT 13 MASTERCLASS

Relevant modules:

- Next.js 13
- React server components
- App router
- Server actions

## Education

September 2019 – July 2023

### GUILDHALL SCHOOL OF MUSIC AND DRAMA

BMus (Hons) in Music – Upper Second Class (69.37%)

September 2017 – June 2019

### SEVEN KINGS SCHOOL (A-LEVEL)

A – Computer Science

A – Mathematics

B – Music

September 2012 – June 2017

### SEVEN KINGS SCHOOL (GCSE)

9 GCSEs A\* – C grade including Maths, English, Computing and Music

## Skills

Technical:

- **Preferred Programming Languages:** Typescript, Javascript, HTML, CSS
- **Preferred Frameworks & Tools:** React, NextJS, TailwindCSS, Git, Bash, NPM, PostgreSQL, Prisma ORM, AWS S3
- **Experience with:** Webpack, Python, Swift, Ruby

Additional:

- **Communication:** strong communication skills and can communicate technical concepts suitably for non-technical audiences
- **Creativity:** highly proficient in various music software (Ableton Live 10, FL Studio 20, etc.), audio editing, audio processing, sound design and synthesis. Also proficient in DaVinci Resolve 17 for video editing
- **Problem Solving:** strong inclination to research, and think deeply and critically about a problem to provide unique and innovative solutions

## Experience

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Build School

### WEB DEVELOPER

December 2023 – Present

- Implemented the designs of various products to assist those with ADHD, such as [ADHDStash](#) and [Monotaskr](#)
- Programmed front end UI for Monotaskr with React in the Next.js framework
- Programmed a severless backend for Monotaskr with Next.js
- Conducted usability tests with users to gather data on how they used the products
- Continuously iterated products based on user feedback

Inclusive Jobs

### WEB DEVELOPER

September 2023 – November 2023

- Implemented Figma designs in webflow for company website
- Used HTML and CSS to add additional structure and styling
- Continuously updated the website to keep up with changing requirements from other members of the team
- Used Embedded Ruby (ERB) and Tailwind CSS to work on the new version of the website, outside of Webflow
- Took part in daily stand-up meetings on Slack
- Used git for version control

Vortex Labs | United Kingdom

### WEB DEVELOPER (FREELANCE)

January 2023 – April 2023

- I worked alongside Vortex Labs as elastic dev capacity on their main website
- Used React to develop reusable components that were styled with Tailwind CSS
- Contributed to the central repository using git in the command line

Vortex Labs | United Kingdom

### SOUND DESIGNER & PRODUCER

November 2022 – April 2023

- In addition to programming, I also created audio assets and music for Vortex Jump, a platforming game that was being developed by Vortex Labs
- Communicated with Vortex on a weekly basis to ensure that the development of the assets was adapted to their changing requirements
- Made technical terms accessible to non-audio professionals through analogies and simple language
- Utilised my wealth of audio experience to advise on best-practices for asset implementation

## Projects

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### INCLUSIVE JOBS

August 2023

Implemented company website with webflow, HTML and CSS. The website is pixel-perfect against the original Figma design and is fully responsive on all screen sizes.

Live link: <https://www.inclusive.jobs/>

### ONLYFANS WITH ACTUAL FANS

January 2024 – Present

I am currently creating an Onlyfans parody website. Instead of displaying adult content, the website will be used to display pictures and videos of actual fans (the type you use to cool yourself down on a hot summers day). This project makes use of Auth authentication and AWS S3 to store media files. It's still work in progress as I have limited time in the due to my day job but I wanted to mention it as it's quite entertaining.

Live link: <https://onlyfans-with-actual-fans.vercel.app/>

Repository: <https://github.com/Voltz7788/onlyfans-with-actual-fans>

### MORE PROJECTS

You can find more of my work on my Github page.

Github: <https://github.com/Voltz7788>

## Interests

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- **Music** – I produce music in my free time and have gained radio play on BBC Introducing Radio 1 Dance. I've also released my debut EP with Billegal Beats, an underground IDM label. You can find some of my music here: <https://linktr.ee/manassehh>
- **PC Building** – I build PCs for fun. I'm the go-to person for technical help in my social circle.
- **Gym** – I go to the gym 4-6 times a week to keep fit and develop a well-rounded physique
- **Gaming** – I play competitive team-based games in my free time, namely League of Legends and Valorant