

Favour Kelvin

Front-end Engineer

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PROFESSIONAL SUMMARY

Energetic and passionate front-end engineer with experience working with teams to build and manage products in education, productivity, and lifestyle.

TECHNOLOGIES

Programming Languages	React, HTML5, CSS3, Javascript/ES6, MongoDB,
Libraries and framework	React, Gatsby, Node, Bootstrap
Operating Systems	Fedora, Mac OS, Windows 10
Technologies	Circle CI, Travis CI, Chrome Devtools, Git, Github, Codepen, Vscode, Npm, Yarn, Figma, Webpack, Heroku, Netlify, Firebase
Management Tools	Slack, Zulip, IRC, Zoom

EXPERIENCE

[Google Code-In](#) | [Sugarlabs](#) | [Boston, USA](#)

Mentor

April to September 2019

SugarLabs is a community-run software project whose mission is to produce, distribute, and support the use of Sugar, an open-source desktop environment and learning platform.

[MusicBlocks](#)

Music Blocks is a programming language and a collection of manipulative tools for exploring musical and mathematical concepts in an integrative and fun way.

- Creating tasks for students to work on during the period of the code -in a contest on the GCI website.
- Assisting students with their tasks and projects.
- Reviewing student's tasks.

Google Summer Of Code

Student | (Sugarlabs) | Boston |, USA

May '19 - September '19

Google Summer of Code is a global program focusing on bringing more student developers into Open source software development by working with an open-source organization. SugarLabs is a community-run software project whose mission is to produce, distribute, and support the use of Sugar, an open-source desktop environment and learning platform

- Tested and analyzed application performance to increase users experience
- Implemented Continuous integration and deployment using Travis Ci
- Implemented Unit and Integration tests with Jest, Mocha, and Chai
- Implemented the use of service workers for offline caching and progressive web app
- Used the gulp task runner for minification to reduce load time and bandwidth usage

Codegaminators

May '18 - September '18

Student Mentor | Rivers, Nigeria

The Codegaminators program was initiated to skill-up youths in the fundamentals of the ICT content industry

- Taught kids how to design interactive user experiences using modern tools.
- Mentored students on how to make intuitive decisions on design
- Taught kids on how to design interactive prototypes for user testing before product development
- Taught kids on how to showcase their creative work using platforms like dribbble, Behance.

Personal Project

My personal project can be found on [Github](#)

Open source Contribution

My Open source is awesome and has given me the opportunity to work with awesome people/teammates and technologies mainly during GSoC and contributing to [Open-source community Africa](#), projects contributed to can be found on [Github](#)

Write-Ups

Wrote a blog post of my activities during GSoC

- [Gsoc 2019 Project Overview](#)
- [Weekly Activites](#)

EDUCATION

Abia State University | Abia, Nigeria
Bsc. Microbiology

2015 – 2019

ADDITIONAL ACTIVITIES

- Contributor and building [Open source community Africa](#) | Nigeria 2018
- Co-organizer Open Source Festival | [OSCA](#) | Lagos, Nigeria 2019
- Meet-up Facilitator | OSCA PH | Rivers, Nigeria 2019
- Google CSFirst | Teens Can Code | Lagos, Nigeria 2019