

Harrison Orimolade

Front End Developer/Technical Writer

<u>harrisonfemi@yahoo.com</u> | +2347068099955 | <u>github.com/harrysink</u> | <u>linkedin.com/in/harrison-orimolade-726707190</u> | Lagos, Nigeria | <u>harrysink.hashnode.dev</u> | <u>harrysink.github.io</u>

Experience

Web Developer

Eagle Endeavour Ltd, Nigeria (remote)

Feb 2023 – present

- Implementation and co-design of company website from concept through deployment.
 This immediately enhanced company publicity and accessibility for clients seeking to inquire about company products and services.
- Recommending solutions for a streamlined, user-friendly interface with the design team.
- Contributing to redesign and UI upgrade of website for better user experience and output, using a mobile-first approach and web frameworks and libraries for faster deliverables.
- Performing bug fixes and code reviews for all aspects of website after redesign.
- Continued maintenance, not excluding updating of content and information regarding products and services.
- Ensuring proper documentation and reports in all stages of product life cycles via version control.

eeltd.github.io

Content Advisory Board Member

LogRocket, Boston, USA (remote)

Sept 2023 – present

 Help inform and review the content created and published, including tutorials, tech posts, meetups, and blog posts, as well as ultimately guide the creation of new ones.

Technical Writer

OpenReplay, NYC, New York (remote)

• Curation and creation of technical content and resources that are focused mainly on Frontend web development and its surrounding technologies

Education

Federal University of Technology, Akure (FUTA)

B.Sc. Mechanical Engineering - 2023

Skills

Web development: HTML, CSS, JavaScript, Typescript, Bootstrap, React, Tailwind CSS

Design: User Experience design, User Interface design, Wire-framing, Prototyping, Mockups

Others: C, Python, Git, Bash, Technical Writing

Soft: Excellent Communication, Persistent & Innovative problem-solving, Team player,

Conflict management