BRYAN AZIMOH

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Senior Front-End Developer | UX Engineer | Digital Transformation Advocate

Results-driven front-end developer with extensive experience delivering high-impact, accessible digital services across public and private sectors. Expertise spans from crafting scalable UI components to optimizing user journeys with a deep understanding of modern JavaScript frameworks, design systems, and inclusive design principles. Demonstrated success in Agile environments, stakeholder engagement, and transforming complex user needs into frictionless experiences. Passionate about delivering meaningful, data-driven web solutions for government and enterprise-scale applications.

EDUCATION

MSc Interaction Design and Technology (Software Engineering Major)
Chalmers University of Technology, Gothenburg

BSc Software Engineering and Management
University of Gothenburg

Diploma in Cyber Security
Oxford Home Study Center (OHSC)

CERTIFICATIONS

- Diploma in Cybersecurity, OHSC
- WCAG Accessibility Principles (Self-taught & implemented in multiple projects)
- Advanced React Development (Coursera)

TECHNICAL SKILLS

- **Languages & Frameworks**: JavaScript (ES6+), React, TypeScript, HTML5, CSS3, Sass, Vue.js, Node.js
- **UI/UX & Design**: Figma, Adobe XD, Photoshop, UI Libraries (Material UI, GOV.UK Design System), UX Research, Prototyping, Wireframing
- **Testing & Automation**: Jest, Cypress, Lighthouse, Accessibility Auditing Tools
- **CI/CD & DevOps**: Git, GitHub, Azure DevOps, Docker
- **Agile Delivery**: Scrum, Jira, Confluence, Miro

EXPERIENCE

Design Consultant (Front-End & UX)
NatureVolts, London, UK – 2024

- Delivered high-quality front-end features with a focus on accessibility and WCAG compliance
- Developed interactive prototypes using Figma and transformed them into responsive, scalable React components
- Collaborated with cross-functional teams including designers, developers, and PMs in an Agile environment
- Advocated for user-centred design during stakeholder presentations and sprint planning

Freelance Front-End Developer & UX Designer
Tuve Barbershop, Gothenburg, Sweden – 2024

- Developed a responsive booking application using React and Tailwind CSS
- Conducted end-to-end UX research, user interviews, and usability testing to refine user flows
- Ensured mobile-first design and optimized performance across browsers and screen sizes

Teaching Assistant – Information Visualization
Chalmers University of Technology – 2023

- Delivered hands-on tutorials on Highcharts and D3.js for secure web-based data visualizations
- Mentored students in building accessible interfaces and interpreting user feedback

Front-End Developer Intern
NatureVolts, Vancouver, Canada – 2021

- Implemented CMS-driven UI components using WordPress and JavaScript
- Produced client-facing documentation and supported A/B testing of prototypes

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SELECTED PROJECTS

Interactive Maze (Art Installation)

- Engineered a responsive LED interface using Arduino and Neopixel to engage observers
- Created interaction logic based on user proximity and movement, enhancing immersive feedback

weHop Interactive Jump Pads

- Led design and development of a children's physical activity system recognized by Generation Pep
- Integrated C++ with Unity and Arduino to create an interactive experience with sensor feedback

- Conducted user satisfaction testing with GUESS-18 and iterated based on findings

Biosense Steering Wheel

- Developed a tactile racing wheel with biometric sensing to enhance gaming immersion
- Integrated Unity with custom C++ libraries and pulse/pressure sensors for real-time responsiveness

Autonomous RC Car

- Designed and implemented a self-driving RC vehicle capable of lane detection and object avoidance using OpenCV and ultrasonic sensors
- Utilized Docker, Arduino, and Raspberry Pi in a modular development approach

Camera & Lenses DSS App

- Desktop application enabling users to search and filter cameras based on lens compatibility
- Built with Java Swing and SQLite; incorporated feedback loops from early testers for usability

Poverty Visualization UX Tool

- Developed a multi-layered interactive info-vis for middle school students to explore global poverty data
- Applied UX principles to support cognitive load reduction and enhance engagement

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PORTFOLIO & LINKS

- [Portfolio](#)
- Behance: [Interactive Maze](#)
- Behance: [weHop](#)
- GitHub: [OpenDLV Scaled Cars](#)
- GitHub: [CamGear DSS](#)
- Generation Pep: [weHop Project](#)

AVAILABILITY Open to hybrid or remote senior front-end developer roles across the UK and EU. Eligible to work in the UK. Passionate about contributing to civic-tech and public digital transformation initiatives.