



Kelvin Njuiri

✉ knjuiri@gmail.com

📞 0743109905

SKILLS

- HTML/CSS
- REACT
- SHELL
- FIGMA
- C
- JAVASCRIPT
- GIT
- Vite
- vercel
- Node JS

LANGUAGES

- English | Advanced

Experienced Front-End Engineer with 2 years of passion and expertise in React. A creative mind dedicated to crafting pixel-perfect, user-centric web experiences. I specialize in transforming digital visions into reality through clean, efficient, and visually captivating interfaces. My focus is on elevating user engagement and satisfaction. Let's build the extraordinary together.

EXPERIENCE

SOFTWARE ENGINEER **Aug 2023 - Present**
ALX | remote

- Software engineering
- I am embarking on a transformative journey to build a strong foundation in software engineering. This role is an exciting opportunity to expand my knowledge and am gaining hands-on experience in various aspects of software development. Software engineering I am embarking on a transformative journey to build a strong foundation in software engineering. This role is an exciting opportunity to expand my knowledge and am gaining hands-on experience in various aspects of software development.
- Skills: Software Industry • Engineering • Software Infrastructure • Web Engineering

FRONT-END ENGINEER **Jul 2023 - Oct 2023**
iHealth and Wellness Foundation | remote

Contributed my skills and expertise to develop user interfaces (UI) for websites using React, a popular JavaScript library. In this role, I designed and implemented the visual elements and interactive features of websites to enhance user experience.

JUNIOR WEB DEVELOPER **Nov 2022 - May 2023**
100Devs | remote

- Collaborated with senior developers to implement new features and optimize website performance.
- Assisted in website design mockups and user experience enhancements for improved usability and engagement.
- Developed and maintained responsive websites using HTML, CSS, and JavaScript for clients.

EDUCATION

SOFTWARE ENGINEERING **Aug 2023 - Present**
Alx Africa | Nairobi, Kenya

WEB DEVELOPMENT **2022 - 2023**
100devs