

# MANUEL YEMOH

## Senior Front End Developer

### CAREER OBJECTIVE

Senior Front End Developer with **14+ years** of experience building high performance UIs, leading development teams, and delivering cross platform digital products. Specialising in **React, Next.js, TypeScript, and UI/UX strategy**. Known for fostering strong team collaboration and delivering reliable, scalable frontend architecture. Looking for roles where I can contribute to modern frontend builds, collaborate effectively with teams, and deliver impactful digital experiences.

### PROFESSIONAL EXPERIENCE

#### Senior Front End Developer

March 2024 - April 2025

Tizo - (Full Time)

- Led frontend architecture using React, Next.js, and TypeScript with Tailwind CSS
- Engineered reliable, test driven UI components for a large scale complaints management system.
- Bridged communication between dev teams and leadership to align technical strategy
- Planned sprints, managed Jira workflows, and mentored junior developers
- Implemented robust CI/CD via GitHub, Vercel, and AWS
- Mentoring a junior front end developer, providing guidance on React, TypeScript, and Tailwind best practices to improve code quality and foster growth.
- Collaborating closely with two backend developers to integrate and validate API requests and data flow across services.
- Producing Figma wireframes and technical documentation to streamline implementation for developers.

#### Senior Front End Developer

December 2022 - December 2024

CNBC - (Contract via Bakaman LTD)

- Leading development of interactive story-based websites that transform complex or traditionally static content into engaging, client focused narratives.
- Developed interactive web narratives using React, Next.js, TypeScript, and Tailwind
- Worked with global teams (US, SG) ensuring consistent delivery and UX
- Oversaw freelance devs and code reviews to ensure high quality output

#### Lead Developer

August 2020 - September 2022

Wellcom London - (Full Time)

- Modernised ad tech stack from legacy to React + TypeScript
- Scoped new projects, resourced teams, and defined coding guidelines
- Collaborated with QA to ensure dynamic display ads met technical specs

### CONTACT

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[github.com/mansim123](https://github.com/mansim123)

### EDUCATION

#### Bachelor of Science

Games Design

Leeds Metropolitan University

2006 – 2009

2:1 Honours

### SKILLS

React

Next.js

TypeScript

Tailwind CSS

JavaScript (ES6+)

Jest

Enzyme

MUI

GitHub

Jira

Figma

Adobe Creative Suite

Strapi

Stripe

Styled Components

GraphQL

WebSockets

AWS

Vercel

HTML5/CSS3

GSAP

Email on Acid

Salesforce

Mailchimp

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## Senior Front End Developer

### Technical Director

July 2015 - March 2019

Gameyfi - (Full Time)

- Ran a 12 person studio designing and developing full campaigns to specific briefs in all types and formats; websites, games, landing pages, competition pages, email campaigns using mailchimp and other email clients.
- Handled full project lifecycle including scope, build, and delivery
- Managing timelines and budgets.
- Management of project scope and changes using tools such as Gantt charts
- High level reporting to key stakeholders on project status.

### Freelance Front-End Developer

2013 - April 2025

Bakaman LTD - (Contract/Freelance)

- Contracts include; Nomad, CNBC, Network London, UDUX, Marks & Spencers, L'Oréal, Nucco Brain, Dewynters, Saatchi and Saatchi, Brothers And Sisters, VCCP Media, Maverick Media, Common Curiosity
- Developed responsive web pages and reusable UI components using React, Next.js, ES6, Tailwind CSS, and VanillaJS.
- Translated Figma/photoshop designs into pixel-perfect, accessible UIs with animation via GSAP and other JS frameworks.
- Delivered React-based sites, HTML emails, banners (DCM, Flashtalking, Sizmek)
- Built and documented UI kits, QA checklists, and component libraries
- Regularly collaborated with PMs and stakeholders in Agile teams to deliver campaigns against tight deadlines.

### Interactive Developer

November 2010 - September 2012

Addiction London - (Full time)

- Lead Flash developer.
- Lead Games developer.

### SOFT SKILLS

Agile workflow  
Mentorship  
Code reviews  
Team leadership

### INTERESTS

Football (5-a-side),  
Mentoring children in coding  
(Festival of code),  
Guitar,  
Japanese (JLPT N4),  
Basketball Referee,  
Travelling